

FEBRUARY 1984

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COMPUTER & VIDEO GAMES



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52 page

**BOOK OF
GAMES**

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JAPAN - LAND OF THE RISING CLONE
GOLDEN JOYSTICK AWARDS
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...THE YEAR OF THE GAME LORDS.

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Basil the burglar is having trouble with mutant bath bubbles in a long lost tomb! Meanwhile Quasimodo, the infamous hunch-back is attempting to rescue the Fair Emeralds!

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Space action for the Dragon 32.



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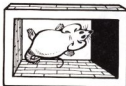
The feathered fiends are coming to take you away — unless you can avoid their talons! Action for Sharp M280K owners. Can you steer clear of these birds?

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There's this giant beast chasing you through the forest and it's getting closer all the time. Animal magic for the Oric.

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Our Game of the Month brings you an atom-powered challenge for the Spectrum. Can you stop the reactor going critical and beat the security systems and save the reactor?



REVERSI 126

This game is one of the most popular board game conversions for computers. Now you can try your skill on your BBC B.

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Bricky is a happy little bricklayer — until the moles and bombs appear! Can you help him finish his wall with your Atari construction team?

Bumper bundle!

If you are looking for software for that new computer Santa brought you this Christmas, then this issue of *Computer and Video Games* is the one for you! If you look carefully, you'll find a bumper 52 page Book of Games attached to the issue. It's packed with listings for all the top micros — and there are a few surprises among them, believe us! All that, plus the regular bundle of top games listings in the issue itself. What more could a micro owner want!

What indeed! Well, how about a run down of the latest extra bits you can plug in or add on to your computer to make games playing more fun? Or perhaps you'd like to read the inside story of the origin of that lovable denizen of the arcades, Pacman? There's more from Japan too in this special feature.

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MODEM FOR THE DRAGON

Dear Sir,

In your December issue you stated you do not know of any modems currently available for the Dragon 32.

Not so! Microcomputer Resources Ltd manufacture a Prestel/Viewdata interface which will allow you to link up to Micronet.

Maplin Electronic Supplies also sell a RS232 interface kit which enables Dragon users to link up to virtually any viewdata system or even Maplin's own Cashtel system. S. C. Parnell, Bentfleat, Essex.

BBC MICRO MYSTERY

I own a BBC Model B and at the side of my micro's keyboard there is a hole which is covered with plastic. I know I am not telling you anything you don't know but along with a few of my friends who also own BBC micros I could not resist the temptation to push it in. When it came off, I found that instead of seeing an interface for the ROM cartridges, which I had expected to see, I saw over half of the loudspeaker overlapping from the position where it should have been.

This mispositioning of the loudspeaker accounted for the coarse sound I had been getting even on a -15 setting. This was easily overcome by just taking the cover off and moving it slightly. But I still do not know what I set out to find in the first place so could you please tell me when the ROM cartridges will be available in the shops? Jason Dines, Billericay, Essex.

Editor's reply: At the

present moment there are no ROM cartridges available for the BBC. Acornsoft are thought to be planning to release games cartridges some time in the future. As soon as they are out you'll be able to read about them in our Games News pages.

STOPPING THE VIC

Dear Sir,

I am writing to enquire what POKE command can be used on the Vic-20 to stop the STOP key functioning. I have seen this used on cartridges for the Vic-20, as when the STOP key is pressed, which would normally break out of the program, the program will continue as normal.

Andrew Griffiths, Mirfield, W. Yorkshire.

Editor's reply: The run/stop — restore keys can be disabled with this line: POKE 808, PEEK (808) + 2-POKE 37150, PEEK (37150) AND 127: The keys can be turned on again with this line: POKE 808, PEEK (808) - 2-POKE 37150, PEEK (37150) OR 127.

POKEING THE ATARI

Dear Sir,

I own a 16k Atari 400 and recently I came across a few POKES. When I POKE 742,0 I discovered I now have 63k. Is that true? And also am I the first to discover that POKEing 703,4 into the memory gives a text window to GR0? Finally, the POKE which was published in December's issue was in the Atari Basic reference manual anyway! (Appendix 1-3). Michael Yick, Sowerby Bridge, W. Yorkshire. Editor's reply: Unfortunately, expanding

your Atari's memory is not so simple, or cheap.

As you type in a Basic program, the amount of free memory goes down. The computer, therefore, keeps a counter in its memory with a value to tell it how much memory is remaining. So when you ask your machine how much free RAM you have, it simply looks at the value of this counter.

You have probably guessed that part of this counter is at location 742, and what you are doing is altering this counter. This does not alter the amount of RAM, but alters the amount which the machine THINKS that it has!

If the machine thinks that it has more memory than it should, it will try to let you type in a larger program than allowed. This will then cause a crash, probably erasing all your hard work.

The only use for such a POKE command is to fool your friends into thinking that you've typed a 48k program in, in 10 minutes!

INTERFACE PUZZLE . . .

Dear Sir,

I will soon be purchasing a ZX Spectrum and am puzzled over which interface to buy with it. The interface module I'm after should be able to be used with most of the software for the Spectrum 48k i.e. most of the games from Ultimate, Imagine and Silversoft. Another factor to be taken into account is price. I would want it to cost about £15 to £20, maybe a little more. Please could you also recommend the best compatible joystick with price to be taken into consideration. R. J. Cosgrove, Wrexham, Clwyd.

Editor's reply: There are

a lot of joystick interfaces around and all use different software. Most new software will probably be written for the new Sinclair Interface 2 although the only one that works with all games would be a programmable Interface such as the AGT. One of the most popular joysticks is the Kempston Interface and joystick, with a price of around £30.00.

WORRIED TEXAS . . .

Dear Sir,

Recently, whilst browsing through the mags shelf of my local W. H. Smith, I noticed a computer magazine screaming that Texas instruments are pulling out of the home computer market due to great financial losses.

Two questions — does this mean that TI will not be manufacturing any more cartridges, modules, ROMS (whatever you want to call them!) and secondly, does this mean the price of printers, disc drives modems etc. will come down in price?

The article says, "as many as half a million units could be sold off before Christmas for as little as £50 each." I, being a TI user, am worried in case my machine goes wrong — will TI repair it?

Paul Boakes, Rochester, Kent.

Editor's reply: TI's announcement that they are pulling out of the home computer market is bound to lead to slashed prices on hardware, software and peripherals.

On the subject of servicing, TI have promised to offer a service to all people who bought their machines. There is considerable pressure on them to keep this promise and keep faith with the public.



BLASTERMIND! ★

At first glance this might seem to be just another version of a very popular game. How wrong can you be!!! True, the start is simple enough. The Spectrum picks a code of numbers or colours with a selection of levels of difficulty — and invites you to do the same. You then take it in turns to guess each others code from the clue supplied after each guess. An extremely well written, fast and very clearly displayed game, with almost inevitable defeat.

This was exactly as intended but unfortunately something went wrong. During the programming strange complimentary messages began to appear on the screen. At first they were so few they were not taken too seriously, but soon they could no longer be ignored. Somehow the Spectrum had been given a personality — a rather devious, supercilious, dislikable, hateful, horrible mind.

SPECTRUM 48k £5.50



Side B contains a version of the game compatible with the excellent Currah µSpeech unit — even worse!!

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MAILBAG



QUALITY NOT QUANTITY?

Dear Sir,
I have recently heard people criticising the CBS Colecovision because of the price of the games. These people are mostly Spectrum owners and I feel that this is a certain case of "quality not quantity". The Coleco system has by far the best graphics, better than nearly all home computers, and the games are ones which gamers are not likely to get bored with quickly.

The software list will be enhanced by Activision, Parker and Imagic, the latter's games for Intellivision being startling, so the games for the Coleco should in theory be truly magnificent when you consider the huge amount of built-in ROM.

I feel that anyone who seriously wants arcade-type games at home should go for the CBS Colecovision. Should this letter be published, I feel it would put many Spectrum owners very firmly in their place.
Tom Stungo,
Aylesbury,
Bucks.

REVIEWER RAPPED

Dear Sir,
I am writing to you because I am disgusted with your reviewer's views on the Electron. I do realise that the reviews are the opinion of one person, but before he makes any comparisons with another machine he should make sure he has all the facts.

Firstly, I would like to know why in his review of the Acorn Electron he states that it's a superior machine to the Atari? The Electron cannot produce sound through the television like the Atari. It has only 16 colours and Atari has 256 with 128 displayed at any one time.

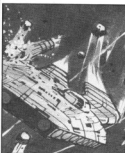
There are many more differences, which in my opinion make the Atari far superior. I am slightly biased, just like your reviewer seems to be towards the Electron and BBC machines.

In the review on the 600XL and 800XL he states that the 600XL is 16k standard, but it can actually be expanded to 64k, and the 800XL comes with 64k. Both machines have 24k ROM and not 10k ROM as stated.

I would also like to add that one great advantage that the Atari gives, is the compatibility between the old and new machines.

Unfortunately, a lot of manufacturers (i.e. the Acorn Atom and Electron which are two totally different machines requiring separate software), do not consider the users. Therefore, I thank Atari for enabling me to keep all my software library which has cost me over £200 plus, when I upgrade to their latest model.

I would just like to say that I find your magazine excellent, but please review your reviews before you publish. Wrong information could easily mean the downfall of a good machine.
D. T. Green,
Crumpsall,
Manchester.



VECTREX ERRORS?

Dear Sir,
I recently purchased the Vectrex computer games system and have found a few faults with two of its games, Spike and Minestorm.

The instructions for Minestorm say that when you clear thirteen minefields you enter a new universe with space ships and space dust to contend with. So far I have cleared 24 minefields with no sign of a new universe at all. Is this a misprint in the booklet?

The second game Spike gives you a lot of points if you move Molly's cage to the far left of the screen and jump for it. You lose a life but you can get a maximum of 65,000 points for doing this. Is this a fault or is it intended?

J. Hansford,
Doncaster,
S. Yorks.

SNOWFLAKES FOR ORIC

Dear Sir,
As it is approaching Christmas and the colder months, there will be some snow (hopefully). But just in case there isn't, here is a program for Oric 1 owners. It draws snowflakes and develops into quite a nice pattern when the screen fills up.

```
10 Paper0:INK 7
20 HIRE$
30 POKE #26A, 10
40 X = (RND(1)*200) + 20
50 Y = (RND(1)*160) + 20
60 P = (RND(1)*255):PATTERN
P
70 CURSET X,Y,1
80 T = (RND(1)*12) + 2
90 FOR A=1 TO T:CIRCLE
A,FB
100 FB=INT (RND(1)*4)
110 NEXT A
120 GOTO 40
```

This program runs on a 48k Oric. However, for the 16k version just miss out line 30.
Chris Speight,
Bedale,
N Yorks.

SPECTRUM COMPILER

Dear Sir,
Having recently started a course at university which involves computer programming with Pascal, I am interested in buying a Pascal compiler for my 48k Spectrum to help me with my studies. Please could you tell me where I could get one and how much it would cost?
John Peden,
Renfrewshire,
Scotland.

Editor's reply: The HiSoft Pascal is available for the 48k Spectrum from HiSoft, 13 Gooseacre, Cheddington, Leighton Buzzard, Bedfordshire, LU7 0SR for £25.00.

STIX AND STONES...

Dear Sir,
Although we were pleased to see that our game Stix for the Commodore 64 was reviewed in your December issue there does seem to have been some confusion on the part of your reviewer.

The game concerns a struggle to contain an evil bundle of energy known as the Stix so that its power can be harnessed for good rather than evil. Force fields must be built, using the "field synthesiser" provided. Each game starts with four.

There are a number of hazards to avoid — the most dangerous of these is the Stix itself, and to quote from the instructions supplied with the game:

"The second hazard results from a design fault in the field synthesiser (the manufacturers have promised to put it right in their next model, but that isn't going to help you now). If you pause for more than an instant while constructing a force field, the field stabiliser disengages sending a ripple of energy through the field that will destroy the synthesiser (unless you can complete the field before the ripple arrives). Listen out for the hissing sound that the ripple makes as it moves through the field."

Unfortunately in the review this particular feature of the game is described as "a software design fault" and the reviewer finishes by saying that "Although the game was exciting to play, I feel this particular version will have to iron out its mentioned defects to become a games player's favourite". Defects?

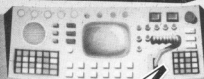
I hope that this letter doesn't sound like sour grapes. We've had so many excellent reviews of Stix that we can handle the odd mediocre one. But to state that the program is being sold with a known fault in the software doesn't enhance our image, nor is it fair to the author, Andrew Trott.

Peter Calver
Supersoft,
Wealdstone,
Middlesex.

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PHAROHS TOMB	✓	✓		✓



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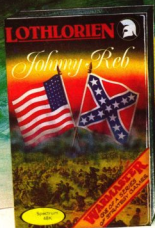
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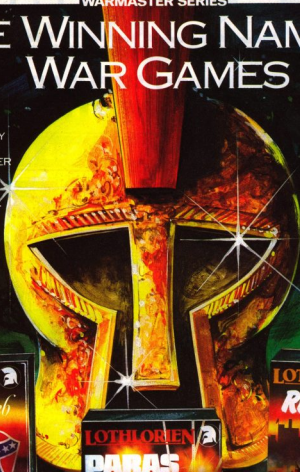
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Prices: ZX81 £4.50 Spectrum £5.50 (except Paras £5.95)
Dragon 32/BBC-B £6.95 Tandy £7.95 Atari £12.50

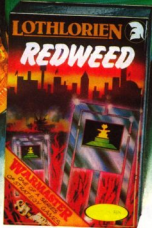
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LOTHLORIEN

the mind stretcher

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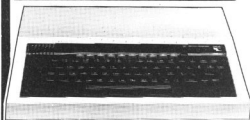


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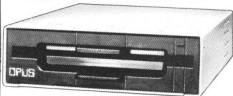


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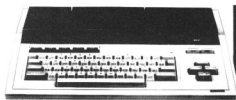
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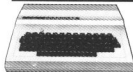
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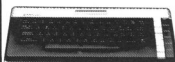
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Edgware Court Rd. Tel: 500 5826
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St. Ann's Square, Tel: (061) 932 6167
Manchester Home & Business Computers Ltd,
54 Yorkshire St. Tel: (061) 633168
Rushdale Home & Business Computers, 75
Lancaster St. Tel: (0706) 344654
Swinton 10 Micro Ltd, 69 Partington Lane
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W7 Pa Electronics, 11/13, Boston Rd.
Harrow, Tel: 519 2842
WC2 City Camera Exchange, 115 Kingsway
Tel: (01) 405 0446

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Tel: 566 5935
Manchester Lomax Ltd, 8 Exchange St.
St. Ann's Square, Tel: (061) 932 6167
Manchester Home & Business Computers Ltd,
54 Yorkshire St. Tel: (061) 633168
Rushdale Home & Business Computers, 75
Lancaster St. Tel: (0706) 344654
Swinton 10 Micro Ltd, 69 Partington Lane
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254 High St. Tel: (0560) 204734
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504666

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Tel: (0782) 266670

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Marine Rd. Tel: (0947) 27113/275459
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Tel: (0473) 50965
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Tel: (0473) 50965

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Windsor Rd. Tel: (09328) 64663
Croydon Croydon Camera, 16 St. Georges
Way, Tel: (01) 686 2102
Frimley Micro & Ink, 105
Mylbush Rd. Tel: (0205) 513282/513215
Haslemere Haslemere Computers, 25
Frimley Ave. (Ad. New Cinema)
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High St. Tel: (042 5474)

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Computer Centre, 18 Northumberland Court
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Cardiff Cardiff Computers, 41 Salfords, 23
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Tel: (01402) 79940
Newport Newport, 18
Tel: (01492) 67378
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Port Talbot Micro & Ink, 6 Royal Buildings
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WILTSHIRE

Salisbury Whymark Computer Centre, 20
Milford St. Tel: (01272) 26968

PHOENIX

SOFTWARE



PHOENIX, NOW THERE ISN'T A CHOICE...

Phoenix Software: Spangles House, 116 Marsh Rd. Pinner, Middlesex 01 868 3353

You can all stop holding your breath now! The moment you've all been waiting for has arrived. Yes, we're ready to announce the winners of our *Computer and Video Games* 1983 Golden Joystick Awards.

These are the awards that we hope will become a symbol of excellence in the software industry — a measure of a good software company and good products.

We know that many software houses work hard producing top quality software and provide good after sales service to their customers.

This is what *Computer and Video Games* hopes to reward by asking you, our readers, to vote for your top game and favourite software house — among other categories!

Since we first announced our Golden Joystick Awards several other award schemes have sprung up — but accept no substitutes. C&VG's joysticks truly reflect popular support for a game or software house because YOU have chosen the winners.

Throughout the year the C&VG office has been flooded with nominations for our various Golden Joystick Awards. A large variety of personal tastes and personal preferences came to light as we analysed the results — proving that one person's favourite game was another person's bowl of cold porridge!

Literally hundreds of games for all the popular micros were nominated. But despite the number of home computers on the market — and the amount of software around — all our award winners were clearly head and shoulders above their competitors.

All the Golden Joystick Awards were presented at a special dinner held in London. Representatives from all the top software houses were there to see Radio One DJ and computer-buff Dave Lee Travis present the Golden

Sticks. We'll have a full report on the celebrations and the names of the winners in the next issue of *Computer and Video Games*.

Don't forget — if you missed your chance to vote in 1983 why not get in first for our 1984 Golden Joystick Awards? Make sure you have a say in the awards next year by filling in the coupon we'll print in our next issue.

We're also keeping the names of our winners secret until next month too — but all will be revealed in our March issue. Unless you are one of the lucky people with an invitation to our grand awards dinner that is.

Remember we are also taking this opportunity to launch our search for the software stars of 1984. Competition is bound to be even tougher this year with more and more great games on the market for the new generation of home computers — so we hope you'll help us make sure that the right people get our awards.

We pride ourselves on being the top reader friendly magazine — so that's why we let YOU, our readers, select the winners. And this is why we feel that the C&VG Golden Joystick Awards are the only true reflection of what's best in the British software industry. Simply because YOU, the games player, choose the winners! And who can know better what makes a good game?

Meanwhile, thanks for joining in the voting for our 1983 awards — and if you think we've missed out a category for 1984 why don't you drop us a line — we're always open to suggestions!

There are a few surprises in the award line-up — but we're keeping up the mystery until next issue! So don't forget to rush out and get your copy of C&VG on February 16th.



ORIC Software

TANSOFT

ultima ZONE

A 100% machine code space trilogy—shoot the Wabbers, avoid the bouncing Brunes, battle your way through the satellite zone. Requires 48k Oric.

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inc. V.A.T. post free



The Hobbit

In co-operation
with
Melbourne House.

At last, this best selling adventure is available for the Oric based on J.R.R. Tolkien's book 'The Hobbit' (includes a complete text and graphics adventure). Requires 48k Oric.

£14.95

inc. V.A.T. post free



Our software is available from all Oric dealers and most good software suppliers. In case of difficulty please contact us on Teversham (02205) 2261 or write to us at:

TANSOFT

Unit 1 & 2, Techno Park, Newmarket Road, Cambridge

COMPETITION COMPETITION COMPETITION

TERRAHAWKS WINNERS!

Flaming Thunderbolts! When we announced our Terrahawks contest we never realised we'd start an invasion of letters and postcards which almost swamped the C&VG offices!

We had to call in Tiger Ninestien, Kate Kestrel, Zero and the rest of the Terrahawks team to help us get through the mounds of mail.

They managed to come up with two winners out of the pile and very soon Miss C. V. Gibson of Lancashire and Donald Glose from London will be the lucky owners of a Philips G7000 video games centre complete with Terrahawks cartridge! Your prizes are on their way.

POT THE BLACK

No sooner had we cleared the giant pile of Terrahawks mail another huge flood of competition entries swamped the office — this time it was Pot the Black which caused all the excitement!

We asked you to help Freddy Frinkle, the man with the Golden Cue, clinch the world snooker championship by solving an a-maze-ing snooker puzzle.

And hundreds of you took us at our word. After we called in a JCB earth-mover to help us get through the mail, we finally managed to pick our 25 winners of Snooker games tapes, autographed by Snooker star Steve Davis and produced by new software house Visions.

We asked you to solve a maze and also if there could ever be a "break" of 162 in a game of snooker. And the answer is yes.

Here's how it works. Your opponent gives you a 159 start. You break off with a foul shot which gives your opponent four points, but leaves him snookered. He nominates a colour for red, pots that for 1 and black for 7 then scores 147 — the normal maximum break in snooker. He then wins the toss, pots the red-spotted black making a total "break" of 162. Simple when you know how!

SPECTRUM

John Chalmers, Birmingham. D. J. Hawkes, Wednesbury. W. Midlands. Justin Williams, Bowdon, Cheshire. Richard Burton, Litchfield, Staffs. David Booth, Sheffield.

BBC

John Abbott, Cookridge, Leeds. B. Johns, Southampton. J. Walker, Ramsgate. K. Wolstenholme, Manchester. Simon Campbell, Harrow.

COMMODORE 64

R. Lakshmi, Tooling, London. Craig Pope, Hincley, Leics. T. A. Scott, Cheltenham, Glos. Andrew Forrest, Hyndburn, Lancs. D. M. Allan, Oxford, Kent.

ELECTRON

Andrew Shaw, Hallifax, W. Yorks. Adam Ruddle, Breston, Peterborough. Thomas Frawley, Coventry. W. Midlands. H. Barroughs, Wokingham, Berks. Philip Patrick, Greenock, Scotland.

VIC 20

Simon Carter, Rugby, Warks. Scott Walsh, Batley, W. Yorks. R. A. J. Jobber, Wirral, Cheshire. J. M. Soden, Belfon. Nicholas Sharp, Penrith, Cumbria.

LEGGIT FOR MORE LEGGITS!

What's happened to all you eager Atari owners in the Portsmouth and Southampton areas?

We've still got some free Leggit tapes to give away, courtesy of Imagine Software and, to give everyone a fair chance — we've decided to go nation-

Would the winners of the Atari/Dixons competition, featured in the June issue of C&VG, please get in touch with Clare Edgeley on 01-278 6556?

There are five winners in Trevor Truran's Ostentatious Pyrotechnics competition featured in the November issue of C&VG. All five winners have been announced in the January 84 issue — would they please get in touch with Clare on the same telephone number?

wide and offer the tapes to all of you!

So, calling all owners of the Atari 400/800 and 600XL, fill in the coupon below and rush it back to us — it's first come, first served — and the first ones into the C&VG office will be the lucky winners.

Send in your coupon, marked Leggit, to Computer & Video Games, 8 Herbal Hill, London, EC1R 5EJ.

Name

Address

HANDS ACROSS THE WATER ...

You've probably noticed from our Mailbag pages that *Computer and Video Games* refreshes the parts of the world that other computer magazines just can't reach. And recently a few of our overseas readers have been asking for a competition which runs for a bit longer than just a month to give them a chance to enter.

Many of our overseas readers don't get their issue of C&VG until well after the rest of you — simply because of the vast distances involved. So we've decided to run a competition just for them.

OK overseas C&VG fans here's what we want you to do. Send us a good games program — that's all. We know there must be some great games lurking in the far flung corners of the world — and we want to find you! Make the game as original as possible — that's our usual plea to programmers — but we're always interested in a top quality conversion of an arcade favourite or computer game.

We've got three Sinclair Spectrum computers up for grabs, plus some software from C&VG's vaults thrown in, for the top three programs selected by our team of reviewers. Runners-up will receive *Computer and Video Games* Year Books and The Champ t-shirts.

The winning programs will be published in C&VG and you could find yourself receiving an extra £25 if we vote your program a Game of the Month. All the programs we receive will be considered for publication. The closing date for the competition is July 16th 1984 — so you've got plenty of time to think about a program and get your entry off to us. Please fill in the coupon below and send it to *Computer and Video Games*, Overseas Readers Competition, Durrant House, Herbal Hill, London EC1R 5EJ.

Remember, this contest is only open to C&VG readers who live in Europe, Australia, New Zealand, Hong Kong — anywhere outside the British Isles!

OVERSEAS READERS COMPETITION

Name

Address

Name of program Machine it runs on


Any add-ons, extended basic, expanders etc?

Any other information

COMPETITION COMPETITION COMPETITION

3D COMPUTERS

THE HOME COMPUTER SPECIALISTS
ONE STOP SHOPPING FOR ALL YOUR COMPUTER NEEDS

BBC MICRO  MODEL B £399	SOFTWARE LLAMASOFT EPYX INFOCOM INTERCEPTOR ON-LINE DATASOFT BRODERBUND RABBIT SUPERSOFT ABRASCOS COMPUTER ROOM	EASY PARKING AT ALL BRANCHES TOLWORTH 230 Tolworth Rise South Tolworth, Surbiton, Surrey KT5 9NB. 01-337 4317 SUTTON 30 Station Road Belmont, Sutton, Surrey SM2 6BS 01-642 2534
commodore 64 £199.00		EALING 114 Gunnersbury Ave Ealing, London W5 4HB. 01-992 5855 RICKMANSWORTH Greystone Works The Green, Croxley Green, Rickmansworth, Herts WD3 3AJ. (0923) 779250 MILTON KEYNES Unit 1, Heathfield, Stacey Rushes, Milton Keynes MK12 6HP. (0908) 317832
DRAGON 32 £155.00		LUTON 1 Manor Road, Caddington, Luton Beds LU1 4EE. (0582) 458575
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ELECTRON £199.00	PERIPHERALS DISCS SINGLE/DUAL TORCH Z80 DISCS CUMANA DISCS PRINTERS JOYSTICKS MONITORS B&W/COLOUR LIGHT PENS BBC BUGGY LARGE RANGE OF BOOKS, DISKETTES, CASSETTES & PRINTER PAPER ALWAYS IN STOCK	

Brrr! Deep in the confines of the frosty blue maze Pengy is pushing his way out of trouble. Pengy's frozen wasteland is a random maze constructed of blue ice blocks raided by the dreaded Sno-bees. The sno-bee's sting is deadly, but Pengy can retaliate by squashing them with the ice blocks that he pushes around. Pengy is based on one of this year's arcade successes, and this version captures all the action and addiction of the original. Packed full of features, super smooth graphics, flashing and bonus blocks, double score bonuses, dizzy bees, and hours of entertainment!

ANY SPECTRUM.

PENGY



TUTANKHAMON

48K SPECTRUM ONLY: The treasures of TUTANKHAMON are awesome—but so are the creatures that guard them. Explore the pharaoh's tomb, which is a very large series of scrolling mazes separated by locked doors. You have a limited time to unlock the doors with the keys, and escape with the treasure. Luckily you are armed with lasers and smart bombs as you will have to face a horde of guardian cobras, spiders, skulls, monsters and more. TUTANKHAMON is what you'd expect from Micromania—fast, furious arcade action packed full of arcade features. 100% machine code, fast, smooth, hires arcade action—bombs, long opening doors, keys, treasures, maps, level selection, sound effects and tunes.

CYBOTRON

The fastest, meanest robot shoot out game ever. Based on the arcade game that made Defender look tame, CYBOTRON is explosive to boot—very speed and skill can save you from the chaotic mayhem. Packed full of features. Four types of robots, bombs, multi-directional plasma bolts, up to 20 robot enemies, 100% machine code, a game that will test your reactions to the limit. ANY SPECTRUM.

keyboard only operation

SPECTRUM GAMES

100% machine code, fast, smooth, hires arcade action. Kempston, cursor key, joystick or keyboard operation. Games available direct £5.95 inc. p. + p. 24 HOUR DESPATCH, or from good software outlets. Trade enquiries invited. Good programs always wanted.

MICROMANIA

14 LOWER HILL ROAD, EPSOM, SURREY KT19 8LT

GHOST'S REVENGE

ANY SPECTRUM. Full arcade features, realistic gibbeting, four coloured ghosts, dot and power pods, very intelligent chasing/running ghosts, set true ghosts for bonfire, tunnel, normal or WIZARDLY maze, 10 different selectable levels, 100% machine code action, excellent fast graphics, sound effects and tunes.

G·A·M·E·S N·E·W·S



NO EASY ESCAPE FROM SCARTHORPE!

URBAN UPSTART

Tired of fighting Orcs or exploring futuristic alien cities. Do you yearn for some 20th century adventure?

Urban Upstart is an adventure set in a present day inner city area called Scarthorpe. "A town so tough that even the dogs carry flick knives. The sort of town where rebuilding means a coat of paint and where people queue up to queue up for a job." Or so says the advertising blurb at any rate.

You play the part of a street-wise kid who's trying to escape the horrors of violence and deprivation in Scarthorpe, but escaping from the town is no easy task. Crazy muggers and corrupt policemen lurk around every street corner. Every location has a graphic display of the scene, ranging from a hospital to a building site.

If the secret police get too much, you can always save a game on tape and put your baseball bat down and have a rest.

The game runs on a 48K Spectrum and is available from Richard Shepherd Software at an asking price of £6.50.

GOOD NEWS FOR NEW WILLY FANS!

MINER WILLY

Miner Willy, the hero of Bug Byte's top selling Manic Miner, is shortly to be starring in a version of the game for the 64.

The game has been taken over by a new company set up by Matthew Smith — the author of the Spectrum version. His Software Projects company will now be marketing the game.

When the 64 version goes on sale, Software Projects will be

announcing details of a competition, with a super prize for the first person to complete all the levels of the game.

Conversions from Spectrum to 64 are proving to be some of the most successful — and Software Projects are confident that the Commodore version of Miner Willy's adventures retains all the features of the Spectrum version.

Further good news for Willy fans is that the latest word coming out of Liverpool is that Manic Miner Part II is well into production.



SCOPE FOR ARCADE ACTION

SCOPE 64

If you like the sound of writing fast arcade games without the slightest knowledge of machine code, then read on.

Scope is a new, simple graphics programming language available for the Commodore 64. The game, its makers claim, is designed for writing fast arcade-style games without headaches.

SCOPE stands for Simple Compilation of Plain English, which gives a clue to why the programs run so fast. The program is in fact a very sophisticated com-

piler. The beauty of Scope is that it allows you to enter your game ideas in plain English words which it then miraculously compiles into machine code instructions.

The makers of the game stress that Scope was specifically designed as a graphics language to create games comparable with professionally produced software! Even the youngest of children can use it with ease.

Scope is produced by Interactive Software for the Commodore 64 and should retail at around £14.95.

BASIL AND THE BUBBLE MONSTERS

BUBBLE TROUBLE

Bubble Trouble will have you foaming at the mouth as you battle against mutant bath bubbles in a new game for the ZX Spectrum.

The game puts you in the striped shirt of Basil the Burglar, a small time crook who's taking his chances against the infamous bubble monsters guarding an ancient, treasure-filled tomb.

Basil has over fifty labyrinths to choose from, but he can only

wander round a maze for one minute picking up valuable crowns, jewel-encrusted swords and precious stones before he has to leave the maze.

Time isn't the only thing against Burglar Basil — bouncing bubble monsters attack Basil from all sides. You must help Basil to avoid being drowned in the suds and collect as much of the tomb's treasure as you can.

The game has three different levels of difficulties, fifty different mazes, fine scrolling graphics and sound effects and is available from Arcade Software for the ZX Spectrum 48k for £5.50.

SINISTER PRECIOUS STONES

DOOMSDAY CASTLE

Saving the universe is never easy, especially when your adversaries include the phenomenally nasty Googly Bird. The Googly Bird is one of the many galactic ghouls you'll meet in Doomsday Castle, a new real time graphical adventure game for the ZX Spectrum.

The hero of the game is Ziggy — remember him from Fantasy's other smash hit game, the Pyramid?

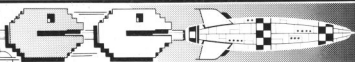
Doomsday Castle is set in a universe ruled by Scarthax, the most evil being in the galaxy's history. Scarthax has searched the universe and collected the six ancient stones of life force. Now that he has brought them together under his control, he wields a power for evil far greater than the most horrifying nightmare could imagine.

The stones' awesome power is sending waves of corruption to every corner of the cosmos. Your task is to guide Ziggy through the Doomsday castle, attempt to wrest the stones away from Scarthax, and turn their power against their former master.

Doomsday Castle runs on a 48K Spectrum and is available from Fantasy Software costing £6.50.



GAMES NEWS



DUNGEONS IN DANGER ON ORIC?

RUNELORD

Hardened D&D addicts may look down their noses at 'upstart' computer adventure games. But a new game, Runelord, may

tape and then loaded into the game. This way a whole library of different roles can be made.

Runelord, like its board game namesake, is set in Celtic Britain. From here on, the usual Dungeons and Dragons' tactics of murder, arson and the odd bit of pillage take over. It sounds like good clean fun to us!

Runelord is available from Modular Concept Peripherals for the Oric 1 and costs £7.50.

new life to the game.

The action takes place over four screens of map with two opposing armies of heavy tank divisions, light tank divisions and mine laying infantry, battling for supremacy over a landscape of mountains, rivers, forest and field.

It's a game for two players or one player against the computer and can provide a simple 30 minute onslaught as both sides rush to take the opposing capital, or it can be as tactical as chess.

The landscape offers different advantages to infantry and tanks and a good commander can use the lie of the land to boost his attacks.

Kriegspiel, available from Beyond Software, costs £6.95 for the Dragon 32 and can be played by keyboard or joystick.

FIRST OF FELIX IN THE FACTORY

FELIX

All those who received an Electron for Christmas won't be frustrated by a lack of games software in the New Year.

Most home computers in the past have been plagued with a 'dead area' for a few months after their launch, before the independent software houses got their acts together and started producing games in bulk.

But it looks like Electron owners, problems won't be finding software for their computer, but choosing between the games that are about to flood the market.

Two companies who are leading the way in Electron software are Acornsoft, the software division of Acorn computers, and Program Power, a company that specialises in BBC software.

Program Power have released a range of ten games for the Electron including conversions of some of their most successful BBC games like the best selling Killer Gorilla.

The company haven't stuck to just converting old games but have some original titles up their sleeves.

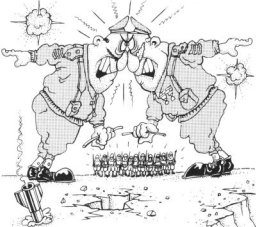
Felix in the Factory is the first in a series of Felix adventures that Program Power are planning. The game places you in the position of the industrious Felix who is in charge of a run down factory for the weekend.

The rusty old generator in the basement of the factory keeps running out of fuel and you have to help Felix refill it with fuel before the entire factory grinds to a halt and production stops.

Felix must negotiate the rickety old ladders and conveyor belts to reach the generator, but his progress is slowed by gremlins who inhabit the building when the workers have gone home.

Felix's only hope of getting past them is to find a pitfork and knock the nasty gremlins off the gangway and stop them putting a spanner in the works.

Another hazard is the giant rat that scurries across the packages in the factory's corners. The only way to get rid of the rabid rodent is to jump up and grab the bag of poison hanging from the ceiling. Felix in the Factory is available from Leeds-based Program Power for the new Electron and is priced £7.95.



shake their faith in D&D's supposed superiority.

Runelord is based on the role-playing fantasy game of the same name and it differs from most computer adventures in allowing you to develop certain characteristics of your chosen role. As in Dungeons and Dragons, each character has different quotas of wisdom, strength and dexterity. Runelord lets you create these for yourself, each one having its own particular strengths and weaknesses, good points and bad points. Furthermore, the game doesn't just consider aspects of the player's personality, but also how much equipment and experience each one has acquired during their 'lifetime'.

Once a role has been created — a warrior or magic user for instance — it can be saved on

HERE IS THE WEATHER FORECAST

KRIEGSPIEL

Weather forecasting becomes a vital part of military tactics for the commanders of tank warfare game Kriegspiel. An autumn offensive can suddenly grind to a halt as the landscape disappears below a blanket of snow or floods make waterways impassable.

Kriegspiel was first written by Ron Potkin on the Tandy TRS-80 in the late 70s and this early version even appeared in Computer & Video Games. Now Ron has utilised machine code and the Dragon's colours to bring



G·A·M·E·S N·E·W·S



QUASI WILL GIVE YOU THE HUMP!

HUNCHBACK

It's a few centuries since the legendary Quasimodo first attempted to save the fair Esmaralda, and carry her off to the sanctuary of the Notre Dame's famous castle tower.

But the hunchback has swung right back into the thick of the action. Notre Dame's booming chimes will ring out again as the world's best known bell ringer hits your TV screen in the unlikely guise of a video game hero.

Quasimodo's task is the same as ever, to save the beautiful Esmaralda from the clutches of the evil Archbishop and his cronies.

You must help the unfortunate cripple jump flaming barrels, swing across murky pits and avoid loyal knights ready to thrust a lance into Quasi's hunched shoulders.

The game is played against a scrolling background of the cathedral. Each level consists of 15 screenfuls of high speed action and is piled with more and more difficult obstacles for Quasimodo to overcome before he reaches his true love.

Hunchback is a direct copy of

the original arcade game of the same name and has been produced with full co-operation of the game's original manufacturers Century Electronics. It's the only official version available on any home computer.

Hunchback is available for the Sinclair Spectrum, Dragon 32, Commodore 64 and Oric computers in late December from the Manchester company, Ocean Software for £6.90.

favourite hobby is a spot of hot air ballooning. He has decided to go on a marathon flight to test out the brand new balloon he has just acquired.

Like all great heroes Nathan Wigglesworth would never think of embarking on a trip of a lifetime without the help of a life long pal T. C. Barton.



WHEN THE BALLOON GOES UP ...

CRAZY BALLOON

Around the world in 64k? Crazy Balloon certainly seems to make it possible on the Commodore 64.

Crazy Balloon takes you back to the age of romantic adventure where the sky's your limit and the far off horizon is your destination.

The game places you in the shoes of Nathan Wigglesworth, an eccentric explorer whose

Like Nathan, T.C. enjoys a great adventure and is quickly ready to take off with his old pal.

As Nathan and T.C. start their sojourn, the weather report is good but many obstacles lie in the way of the chums' expedition. You must help them manoeuvre the balloon over churches and skyscrapers.

Twenty-six dangerous flight levels have to be completed before the two can claim the title of the World's Greatest Aeronauts.

Crazy Balloon is available for the Commodore 64 and is joystick compatible. The game is produced by the newly formed company Software Projects and costs £7.95.

JOIN THE CLUB AND WIN A BADGE

RIVER RAID

America's top independent video game manufacturer, Activision, have just released versions of two of their most successful games for the Atari 400/800.

River Raid is a super fast, all action, scrolling shoot-em-up. You are flying a mission up river to destroy all enemy shipping and bridges in hostile terrain.

Activision will reward anyone who can score a million points with a River Raiders Club badge.

Also converted for the Atari home computers is the hit VCS game Kaboom. This challenges you to catch all the bombs being hurled by the mad bomber before they hit the ground and explode.

The games are in the shops now at £29.95.

MERCENARY SAVES THE GALAXY!

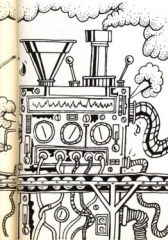
NEOCLYPS

The galaxy is facing the most dire crisis in its history. Neoclyps, a remote planet and a member of the Colonial Federation has been invaded. As the universe's foremost galactic mercenary, you must liberate the inhabitants of Neoclyps from the alien dictators.

The invaders have set up a defence system of radar towers to detect any ships entering the planet's atmosphere. Your ship has been designed to withstand 12 collisions with the towers or with aggressive alien guards.

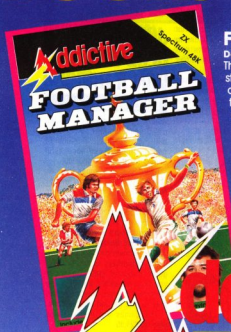
The game is written in a 100% machine code and includes a joystick option.

Neoclyps is available from Coventry-based PSS for the Commodore 64 and costs £7.95.



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Kevin Toms

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- ★ Four Divisions ★ Pick your own team for each match
- ★ As many seasons as you like
- ★ Managerial rating
- ★ 7 skill levels
- ★ Save game facility

addictive

Programmers

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Comments about the game from press and our customers

"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro... The ordinary person it is an excellent view of what can be done in the field of computer games... The crowning glory of this game is the short set pieces of match highlights which show little stick men running around a pitch, shooting, defending and scoring... It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could... The

originator, Addictive Games, certainly deserve the name." Rating: 19/20 (Practical Computing – August 1983)

"When I first received this game I spent the best part of the weekend playing it. Since then I have returned to it more often than any other. The truly addictive quality of this game is the remarkable way it mirrors the real football manager's problems..." (Personal Computer Games – Summer 1983)

"It's my own fault you did want me – I am totally and completely hooked on FOOTBALL MANAGER." (Mr. A. Wright – Lancashire.)

"It is by far the best software game that I have seen for the Spectrum." (Mr. N. Lincoln – Surrey.)

"I congratulate you for a marvellous game which keeps the player enthralled." (Mr. N. Creasey – Gerard's Cross.)

"I am willing to say what a great game it is. I have spent over 48 hours on it." (Mr. D. Fearn – Gloucestershire.)

"Your FOOTBALL MANAGER game is terrific." (Mr. N. Cumming – West Bromwich.)



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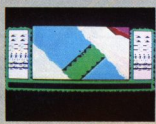
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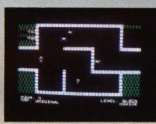
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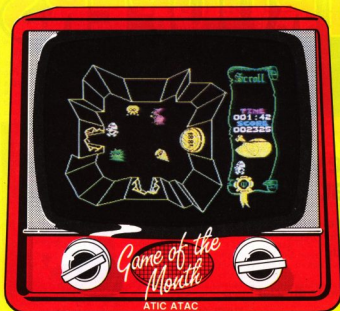
STONKERS



SHAMUS



S.S. ACHILLES



ATIC ATAC



JET PAC



ATIC ATAC

Our *Game of the Month* this issue is *Atic Atac* the latest game from Ultimate, which is rapidly gaining cult status among games players everywhere. Read our view of this interesting adventure style challenge on page 31. Another of Ultimate's best games was *Jet Pac* — find out if that winning formula has survived the transfer from Spectrum to Vic-20 on page 29. Do you like war games or strategy games? Then turn to page 32 where you'll

find our review of *Stonkers*, a tank game with a difference. We also look at the latest offering from new software company, Beyond. It's a maze style adventure for the Atari with some stunning opening graphics. But what about the game? Find out on page 31. Commodore 64 owners can check out *Shamus* — the game with the private eye theme — on page 32. And that's just for openers! Turn the page for a few more surprises.



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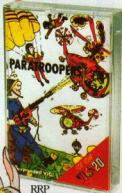
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IMPRESSIVE ALL ACTION ADVENTURE

FOUR GATES

If you're after a good game for that Vic you got for Christmas then this is certainly worth a look.

Four Gates to Freedom is another in the Action/Adventure series from Phoenix software. The game comes on two separate cassettes with an arcade-type action game on one and an adventure on the other.

The catch is that you need a password to load the adventure, and you can only get this by reaching the highest level on the action game!

The action part of Four Gates is impressive. There is a wall at the top of the screen which is built in five-bar gate fashion. Above that is another wall, and beyond that are the four gates to freedom.

The idea is to break through both walls in Breakout style, avoiding aliens and also the falling debris from the wall.

Between the two walls lurks an extra meeny, so the game gets harder after you've created a gap in the first barrier, as he escapes through the hole. He cannot be destroyed with your cannon.

The action in the game is very fast. If your trigger finger can handle it, you can fire quite a few times a second.

The graphics are not superb, but are adequate for the game.

Overall, it's great and very fast. But it may take some time, not to mention eye strain, to reach the highest level and get the password for the adventure.

Once you have the password — no I didn't finish the action but I've got friends at Phoenix — you can load the adventure.

When it has loaded and the password has been entered, the title screen welcomes you and challenges you to 'solve' the adventure! You'd think that they could check the spelling.

You start off outside a metal gate and your only exit is South. Problem is that you need a password to get through the exit, which I hadn't been given.

Not only do you get the loading code from the action game, you also get quite a few clues flashed on the screen during play. One of these, I assume, is the password to get through the gate.



R·E·V·I·E·W·S

If you'd like to try this for yourself, you'll need a Vic with a 16k Ram pack. Phoenix Software is based in Pinner — you'll pay £9.95 for the twin-pack, which can't be bad.

● Getting started	8
● Graphics	7
● Playability	8
● Value	10

PARALYSED BY PEPPER!

MR WIMPY

If you think that a game called Mr Wimpy must mean another version of Burgertime, then you're not wrong. But you're not exactly right, either.

The opening screen is original and quite good, but the remaining frames are just another version of Burgertime.

The first task in the game involves moving the ingredients from one side of the screen to another. You have to collect a tray and gather the cheese, ham and bun while avoiding Waldo the burger thief, and a group of flying manhole covers. No, I don't get it either!

Once you've gathered all the bits and pieces you get to the other screen, which is a pretty accurate copy of the Burgertime theme. The chef is replaced by Mr Wimpy, the logo used in their advertising. You are pursued by an egg, spoon and a sausage and you still have your supply of pepper.

The original Burgertime was written by Data East and was licensed for home use by Mattel, who produced a cartridge for the Intellivision.

The object is to build up the burgers at the bottom of the screen by walking over the ingredients so that they fall down a level.

If you pick up the ice cream or the cup of coffee then you get extra shakes of pepper, which is

used to paralyse an enemy temporarily.

Burgertime is the same game, whatever you call it. But this is probably the best version around for the Spectrum.

It runs on a 48k machine and is available from Ocean Software for £5.90. It's a shame that they couldn't call it by its real name.

● Getting started	8
● Graphics	8
● Value	8
● Playability	7

CRACK SHOT CLONES!

CYBERTRON

Searching a derelict castle for treasures is brought up-to-date with this program.

Before entering each level of the castle, you are told which treasures you must look for and you then wander round the 16 rooms in search of them. As you pass over the treasure, it will appear at the bottom of the screen to remind you that it has been found.

Once you have all the loot, you then have to find the room with the safe in it. Touching the safe will lock away all the treasure and you are then moved up to the next level.

Obviously in such a game there will be enemies after your blood. On level one, says the inlay card, your only adversaries are the Spinners. Personally, I can't see what's wrong with them. (Did you see their Christmas show?) On higher levels, you are also pestered by Clones and Cyber droids. These have more person-seeking intelligence and can also fire pretty fast!

Control is via the keyboard or joystick, but the keys were not laid out too well. A and Z move up and down while " and " move left and right. The "M" key

is used to fire, which I found to be too close to left and right. A joystick would have solved this problem. Furthermore, the break and escape keys are not disabled, as I managed to crash the program by pressing them.

Trying to re-run the program I typed OLD. I was amazed to find that my job was then made unnecessary, as the program reviewed itself. Up came the words "Bad Program"! To be fair, though, the game is quite well written. I enjoyed playing it, but I don't think that I'd come back to it too often.

Cybertron Mission runs on a BBC B and comes from Program Power. It'll cost you £7.95.

● Getting Started	8
● Graphics	8
● Value	7
● Playability	7

VICTORY FOR VIC VERSION

JETPAC

One of the best selling arcade game titles for the Spectrum has now been released for the Vic.

Jet Pac brought fame to Ultimate, a small company whose first release became an instant success and the Vic version is just as good.

As the person in charge of the Acme interstellar transport company, your job is to assemble your rocket and then to load enough fuel to let it take off. On reaching the next planet, you must fill up again. After four screens, you must rebuild the rocket.

The Spectrum version had 16 screens before they started to repeat but, the Vic game has just eight. Because Ultimate wants everyone to have an equal chance at finishing the game, the

continued on page 31



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continued from page 29

Vic one runs slightly faster than the ZX.

The Vic will accept standard Atari-type joysticks, and these can be used in the game, although the keyboard can be used instead. What's more, the superb graphics of the Spectrum version have been captured in the same detail on the Commodore machine and the screen is one of the best that I have seen — all in 8K, too.

One talked-about problem from the Spectrum was the so-called bug in screen four. This, says Ultimate, was deliberate to allow poor players to achieve a high score. Anyway, that problem doesn't arise now, as that screen was one of those which was removed for the Vic. So it seems that Ultimate thinks Spectrum owners are more likely to be poor players than Vic owners!

A great game for one or two players, and well worth £5.50.

● Getting started	9
● Graphics	9
● Value	9
● Playability	9

FIGHTING FATAL FUNGUS

SS ACHILLES

You'll have to race against time to save your planet's most valued artifacts from the doomed star cruiser SS Achilles. The SS Achilles has been attacked by a strange space fungus which is slowly eating its way through the ship's maze of corridors.

The alien intruder is inescapable and your only hope of saving your culture's most treasured relics is to slow its progress through the ship, to give you enough time to escape through

the shuttle craft with your cargo to earth.

The game starts by showing a very impressive graphic display of SS Achilles under which the game prompts the player to choose one of five difficulty levels, ranging from inept to expert.

You are placed inside an android protection suit to help you survive the harsh environmental conditions in the ship. Moving the droid into the walls or any grey object damages the robot's integrity level, shown at the bottom of the screen, together with the droid's remaining power supply. The level of the droid's integrity becomes more and more important as the game progresses and a lot of skill is needed to move the robot around the ship without hitting the walls or running into the fungus.

The growth of the fungus can be viewed by stepping into one of the tele-screens scattered around Achilles. This prints up a map of the ship's interior, showing the areas inhabited by the alien in orange.

To complete the game, you must pick up all the objects lying around the ship and deposit them in the shuttles loading bay. There are four different types, but the droid can only carry one particular object at a time. If and when you've collected all the objects, you can abandon the ship in the escape shuttle.

SS Achilles is a very addictive and challenging game. The graphics are good and the animation is amongst the best I have seen on the Atari. My only criticism of SS Achilles is that the game is only available on disc.

SS Achilles is available from Beyond Software for the Atari 400/800 and costs £19.95.

● Getting Started	8
● Graphics	8
● Value	6
● Playability	8

ASTRAL PLAIN ACTION!

DEFENSE FORCE

It's all action on the Oric as you career through space with lasers blazing in an attempt to save the humans from an alien invasion.

Attack! The humans are being captured! A Vultura rapidly descends on its prey with the aim of carrying him off into space. Making a rapid about-turn, you fly back in the opposite direction and blast the alien to the four corners of the galaxy. Luckily the humanoid is unharmed and falls gently back to earth.

Shoot-em-up fans will love Defense Force — with only a few variations, it's a faithful reproduction of the fast-moving, action-packed arcade hit Defender.

The aim of the game is to get through 20 waves of aliens and prevent the humans from being kidnapped. With up to 16 different video nasties on your tail, life becomes pretty hectic and you'll find that being able to fly both backwards and forwards a useful addition to the game.

Once all the humans have been captured, you enter the Astral Plain and beset with vicious nasties, your only chance of survival is to fight it out. Graphically very impressive, the Astral Plain gives the impression of flying into the depths of space away from the TV.

With the aid of a Star Map, it's possible to spot the swarms of aliens approaching before they've appeared on screen — so be prepared for waves of Assassins, Quantums and the dreaded Cybotroids if you don't want to lose a life. However if the pace becomes too much, a force field can be erected which will remain operational for six seconds — enough time to fly out of trouble!

There is an on/off sound function which I found especially

useful — for although the sound effects are great, they are really noisy and had me clapping my hands to my ears in horror. Thankfully it's possible to play a silent game with just as much fun. A beginners' option is also available for the absolute learner, but this soon becomes boring.

With its excellent graphics, Defense Force will bring hours of fun to the lives of trigger-happy arcade fans who want a fast game for their Oric.

Defense Force is available from Cambridge-based Tansoft and costs £7.95.

● Getting Started	7
● Graphics	8
● Value	8
● Playability	9

YOU'LL BE HAUNTED BY ATIC!

ATIC ATAC

Abandoned in the eerie, haunted castle you can only escape by finding the Golden Key.

The castle consists of a large number of rooms, each of which has between one and three doors. As you walk across a room and through a door, the screen clears and the new location is drawn. The program runs very fast and there is no delay while the redrawing takes place.

The quality of the graphics in this game is the best I've seen from a Spectrum. Ultimate has dispensed with some of the movement and sound routines which were shared by Jet Pac and Cookie, and have written some excellent replacements.

Movement is smooth, and user defined graphics are used to their limit to produce some amazing characters such as evil-looking witches complete with broomstick.

Control is via Kempston or AGF joysticks, or the four cursor keys. With four keys for direction, one to fire and one to pick up the objects, a joystick is really the only way to play.

As I said, the idea is to explore the rooms, collecting the objects and using them. For example, some doors may be locked and to open them you'll have to find the correct colour-coded key.

Scores are printed on a beautifully designed "parliament" scroll which runs down

continued on page 32

the right hand side of the screen. This shows the number of lives left, and also a large stuffed turkey! If you come into contact with any of the nasties, the turkey sheds some of its meat and gradually turns to a pile of bones. When all the meat's gone, you lose a life! Now that's novel.

Apart from the keyboard control, Atic Atac must rate as the best yet from Ultimate. It runs on a 48k Spectrum and is well worth the £5.50 which you'll have to pay.

● Getting started	9
● Graphics	10
● Value	9
● Playability	8

WARSHIPS OF GOR

ACHERON'S RAGE

If you're a fan of Asteroids then you'll probably like this version of the game for the Oric.

You've hyperspaced, says the cassette inlay, into a sector where scanners revealed no sentient life-forms. Suddenly... warships of the Gor are materialising all around you. In reality, though, it's an asteroids-type game.

The playing area consists of the whole screen, apart from a thin border and also a large shaded block in the middle. On the screen is your ship and a number of aliens, or Gor ships as Softek likes to call them. The idea is to destroy all of the Gor ships and then to move on to the next level. The block in the middle of the screen makes manoeuvring quite difficult, though.

There are three types of Gor ships. Some will try to ram you, some have the power to fire back, while others will lay mines. Running over one of these will result in your destruction.

There are four skill levels in the game. Even on level one I thought that the playing area was too small — there's just not enough room with all those aliens to manoeuvre your ship. You get three lives to start, and an extra one after clearing every six waves.

Control of the game is via the keyboard. There are five main controls — to rotate in two directions, fire, accelerate and brake — but you can't move and fire at the same time so a joystick option would be useful.



This is certainly not the best game that I've seen for the Oric, although the graphics are quite good in places. The Gor ships move very smoothly and flap their wings, but the player's ship rotates badly in large steps.

Sound effects are included, but are quite limited. There's one sound for firing and another for when the player's ship is destroyed. It's quite loud and there's no volume control, but you can turn it off completely if you want.

If you like this sort of game, then this is worth the money, but it's not one that I'd come back to very often. Acheron's Rage runs on a 48k Oric and costs £6.95.

● Getting Started	9
● Graphics	7
● Value	7
● Playability	6

BOUNCING POLICEMEN?

DAREDEVIL DENNIS

Dennis the Menace, the famous movie stuntman revs up his trials bike as he gets ready for the most difficult stunts of his short life.

Unfortunately for Daredevil Dennis, the film director won't tolerate failure, so if he fails more than three times at any stunt he's fired — which is probably just as well as poor old Dennis lands on his head each time he falls off and is probably suffering from severe brain damage!

There are six screens altogether. Dennis starts off by leaping houses and trees on the first screen and moves quickly onto water where he rides a wet-bike. The snow slopes are next — slightly more difficult as they are very slippery — with the remaining three featuring low-flying helicopters and gaps in the road. Your jumps have to be well timed if you want to save Dennis from going up in flames.

The first three screens are easily mastered on the first difficulty level, while the remaining five levels range from Experience to Ace where you'll really have to struggle to keep Dennis on his bike. I had several nasty encounters with bouncing policemen and decided to stay on the novice level!

A lively tune is played which livens up the dreary few minutes while the game is loading and the graphics are very detailed and colourful. However, I felt the game lacked that elusive addictive quality which would make it a winner.

The game is controlled by the shift key which acts as a throttle, the return key which acts as the brake and the space bar which is used for jumping — very simplistic controls and a game better suited to the younger age groups.

Daredevil Dennis is available from London-based Visions for the BBC Model B at £7.95.

● Getting Started	8
● Graphics	6
● Value	4
● Playability	4

WAYS TO WIN THE WAR!

STONKERS

Golly, chaps. Spiffing game, what? These Imagine chappies have really got it right this time.

Yes, it's the latest release from Imagine. In one giant leap for a software house, Eugene and Co. have released a war-type strategy game but have kept those pretty arcade type graphics. Those graphics are, in fact, well designed. But I don't think they really live up to Imagine's claim that they are as much as is technically possible on the machine. For my money I prefer Ultimate. Whoops, sorry!

Anyway, chaps, this is a war

strategy game. There are no fast moving meemies to zap; instead you have to move your tanks and cannons to clever positions and make sure that you are near enough to the supply ship to get some cargo when it unloads.

If all this sounds very vague and I seem to give the impression that I couldn't get in to the game very far, then you're right. The whole idea is pretty complicated and I actually spent the best part of a whole day studying the instructions in front of a Spectrum. For all my gallant efforts, I succeeded in drowning my entire regiment in the sea.

When opposing forces meet, whether by clever deployment or by accident, they will engage in combat. There's a predetermined hierarchy of which battalions are more powerful than others. Your forces will change colour if they're engaged in combat.

During play, the screen shows the playing area on a small scale. There's a 2-character wide cursor which you can move to any point and then expand that 2-character piece to fill the whole screen. It's really quite impressive. Anything which happens to be moving will do so whether you happen to be there watching or not.

The object is to destroy the enemy positions and to occupy their HQ. But I feel that this is going to take someone a long time. If you're the sort of person who likes to be able to get straight into a game once it's loaded, then this is not for you.

However, if you're fed up with zapping everything in sight from Space Invaders to Mutant Telenovelas and man-eating toilets then this will be good value.

Stonkers is from Imagine and runs on a 48k Spectrum. It costs £5.50.

● Getting Started	8
● Graphics	9
● Value	8
● Playability	5



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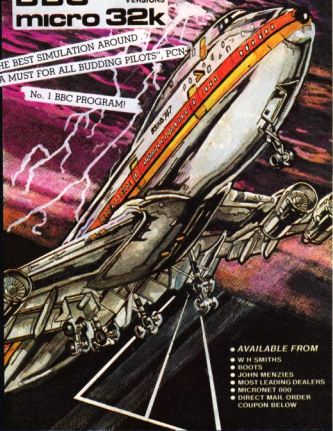
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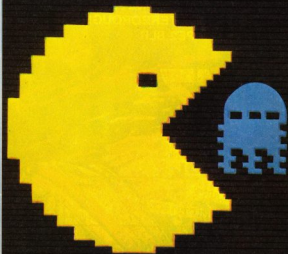
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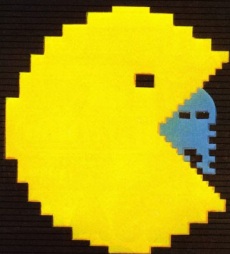
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Thinking of buying a chess program for your micro? Don't know what to expect or which one to buy? Then read on... Whether you're a chess fanatic or you just know the rules, you will probably at some time want to set a chess program for your home computer. With the great number of programs now available, it may be a difficult decision to choose the best one for your micro. In this article Chess programmer Martin Bryant looks at the standard of play and the features you can expect from the best modern home computer chess programs.



Standard of play

The very best programs can now play at a fairly good club level, from around 1600 to 1800 ELO (125 to 150 BCF). The standard of play can vary greatly from game to game depending on the type of position encountered and the stage of the game. Modern programs also usually have a much fuller understanding of the more obscure rules of chess such as underpromotions, draws by repetition, draws by the fifty move rule and chess clocks.



Features

Here's what you should look for in a good chess program. The most recent programs are provided with many more features of a much higher quality than their older counterparts, such as:

- Move entry by a cursor positioning method. Why should people have to turn their thoughts into an algebraic form, just because it's easier for the program to understand? The cursor method allows you to 'move' the piece on the board, more like a real chess game. The best programs can accept both methods.

COMPUTER CH

- The ability to step backwards or forwards through the entire game. Older programs would allow you to take back only a couple of moves, but with new techniques the whole game record can be stored and scanned with small memory overhead.

- The orientation of the board should be reversible. That is the board should be displayable with white or black at the bottom of the screen. This allows you to play black "up" the board, like a real chess game, instead of having to reverse your way of looking at it.

Several "modes" of play can add a great deal of flexibility to a program. The old fashioned eight "levels" can be vastly improved upon these days. Some of the sensible "modes" are:

- (i) "Tournament" mode: Full tournament parameters can be set up, to make the program play within any specified time limit. An easy to use version of the full mode is helpful as well, where you can just specify the average move time you wish the program to take. This can range from one second to 99 hours, effectively providing thousands of "levels". The program automatically adjusts its "lookahead", to play within the required time.

- (ii) "All the moves" mode: Chess clocks are used, where you must play all the moves of the game within a specified game time. If you play too slowly, you lose on time! Club players often use this method in "five-minute" games where both players have five minutes each to play all their moves.

- (iii) "Problem" mode: The ability to solve chess problems of the type in many newspapers is good. Beware however of the programs which claim they can solve mates in five or more, but then take a week or so to do it! If the program averages more than a few seconds on any mate in two it is likely to be horribly slow on deeper mates.

- (iv) "Losing" and "Equal" modes: Many

players can't beat the programs on their lowest settings. These modes allow the program to quite deliberately try not to win! Instead it either tries to gradually lose or stay roughly level. These modes can be of enormous help to the beginner or very weak player. As the player improves, the program magically improves with him, always challenging him, but not totally smashing him so he just gives up.

The ability to quickly and easily set up different positions is essential. The program should also check that you don't try to play on with an illegal board position. For example, having P's on the first rank, more than one king for each side etc.



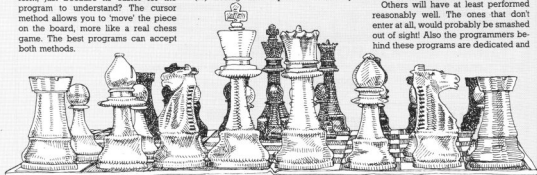
Which Program?

The best programs for playing strength are usually the most recently released. Any program which has been around for over a year without an update, is probably totally outdated as far as its playing strength goes. A year is a long time in computer chess, as can be seen from the results of programs which compete in recognised tournaments, such as the European Championships at the PCW show each year.

A chess programmer may achieve glory one year, but has to work very hard on new ideas/techniques to improve the program, so as not to be leapfrogged by other programs by the following year.

You should try to go for recognised quality programs, which have competed in many tournaments. There are several reasons for this. Some of the programs have obviously proved themselves by actually winning some of these tournaments.

Others will have at least performed reasonably well. The ones that don't enter at all, would probably be smashed out of sight! Also the programmers behind these programs are dedicated and



QUE-MATES . . .

knowledgeable enough to really write a quality program, rather than just another software "rip-off" as are many chess programs. The same arguments really apply to the features as well. A "real" chess program will have most of the best features as a matter of course.



Reviews

I'll now take a brief look at two programs which are probably the best available. They are White-Knight Mark II for the BBC Micro and Cyrus I.S. Chess for the Spectrum.

Cyrus was originally written in 1981 by Richard Lang and won the European Championships in the same year. It has competed in several tournaments since, with varying success and has been adapted for several micros.

The Spectrum model is not the latest version of the program, but can still beat almost all other programs. It comes in 16k and 48k versions. The 48k version has more features and also uses an openings book. It contains a wide range of features, including set-up position, saving to tape, printer output and full game take-back. The bottom of the screen shows the various features available as single letter commands.

The display is clear and the programs cursor move entry easy to use. It allows user underpromotions, understands draws by the fifty move rule and some draws by repetition. It has eight levels and can solve problems up to three moves ahead.

White-Knight was originally written in 1977. Mark II won the home computer section of the European Championships in 1983. It is certainly the strongest home computer program available at the moment.

It runs on the BBC model B and like Cyrus, comes with several excellent features, including set up position, whole game takeback/replay, orientation, play-self, blindfold and even volume control.

When it computes its move, it displays the best line it has found so far in its search. This can be used to provide a "hint" move as well as an indication as to what "White-Knight" has "seen". Again the display is very clear and the program easy to use. You can use cursor positioning move entry or algebraic notation.

The program can easily be set to play within any average move time you require of it, thus providing thousands of potential "levels". It can also solve mates up to five moves ahead. Its problem solving speed is phenomenal. It examines around 1,200 positions each second and when compared to the Program Power chess program was found to be around 200 (yes, two hundred) times as fast!

It was recently used in a study of several hundred chess problems and found that a dozen of the original problems were in fact in error!

In a series of sixteen test games between the two programs on various levels, White-Knight beat Cyrus I.S. Chess by twelve games to four.

For other micros there is a wide range from fairly good to appalling programs. Cyrus is also available on the Dragon. Not as good as the Spectrum version but still a good buy. White-Knight is soon to be released on the Electron.

The Atari cartridge I tried was horrible and at £25 has got to be one to miss. For the Commodore 64 comes the Grand-Master. It didn't offer many real features and I beat it twice with no real trouble and wasn't very impressed. At £15 I would also give it a miss.

A new program called Collossus, which won second amateur prize at the European Championships is soon to be released on the CBM 64 and Atari micros. This program promises to be one of the best around. For the Apple, Sargon 2 has had its day, but Sargon 3 is now available.



COMPUTER CHESS COMPETITION

BBC Publishers are offering a super prize to the lucky winners of our Computer Chess Competition — three presentation copies of White-Knight, autographed by the author.

All you have to do is answer the following questions about computer chess. So have a go at winning yourself one of the best chess programs around!

(1) What was the name of the computer chess program which won the first Computer World Chess Championships in 1974? Was it:

(a) CHAOS (b) KAISSA (c) CHESS 4.0 or (d) OSTRICH?

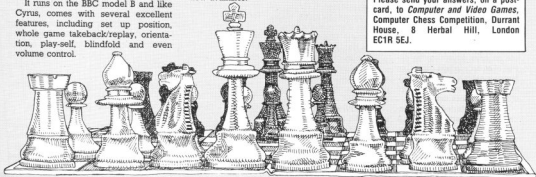
(2) What processor did the original Cyrus program run on?

(3) Which program won the 1982 European Micro-Computer Chess Championships?

(4) The fastest chess program in the world, called BELLE, uses special hardware to achieve its phenomenal speed. Approximately how many positions per second can BELLE examine? Is it (a) 500 (b) 8,000 (c) 75,000 (d) 160,000 (e) 470,000 or (f) 2,000,000?

(5) Describe a new feature which you would like to see included in the next generation of chess programs.

You'll probably have to be a professional chess programmer to answer all these questions, but the competition isn't open to them. Just answer as many as you can. In the event of a tie, the answers to question five will be used to decide the winner. Closing date for entries is February 16th and the usual C&VG competition rules apply. Please send your answers, on a postcard, to Computer and Video Games, Computer Chess Competition, Durrant House, 8 Herbal Hill, London EC1R 5EJ.



MEET THE VIDEO GAME SUPERSTAR



Activision, one of America's youngest video game success stories, first made its mark on the industry four years ago with games like *Dragster* and *Fishing Derby*. Since then there has been no holding them back and Activision have created a string of popular titles which have won them a place among the front-runners in this highly competitive field.

I met David at one of London's top hotels, where he was happily tucking into a take-away lunch of some rather soggy looking hamburgers and chips. He explained this away by stating a preference for hamburgers rather than English food! Perhaps it made him feel a little less homesick!

David first became interested in video games as a teenager when he visited arcades to play *Pinball*, but he added: "I soon realised that my interests lay in electronics and computing." About eight years ago he started to program his own games in an attempt to forge a career in the industry.

Since then David has produced many games for Activision and has certainly made his mark.

One game which earned him instant recognition as a top performer was *Pitfall*, which was voted 1983's Best Game of the Year in the States. In fact you could say that *Pitfall* made David Crane a video-game superstar.

The secret of a good game should combine realistic graphics with instant playability, a level of addictiveness and make full use of the machine's capabilities.

"When designing a game, you've got two choices — sports games or arcade type games. Sports games are easier in a way to design in that there are set rules to work to, whereas there are no rules governing the design of an arcade type game. The format is entirely up to the designer." David described how two of his best games developed.

David first started writing *Decathlon* — a sports game which has recently been released — some time ago. The first event is the 100m dash so he started off by programming a little man to run from the left to the right of

David Crane, a 29 year-old, 6'5" giant is one of the leading lights behind Activision's success in the highly competitive video games industry.

Activision, which was formed about four years ago, owes its outstanding success to the programming prowess of games designers like David.

During a flying visit to the UK, David took time out from his busy schedule to let *Computer & Video Games* writer Clare Edgeley into the secrets of games programming and his own particular brand of success.

the screen, the screen then scrolls forwards showing the athlete still running to reach his goal.

Unfortunately, *Decathlon* originally had to be shelved, as David couldn't fit all ten events into the memory space available to him at that time.

Turning to the idea of an arcade game, he decided to start in exactly the same way as *Decathlon* — a little man running from one side of the screen to the other. And so the idea for *Pitfall* was conceived.

"I didn't have a preconceived idea of how *Pitfall* would turn out, I just added objects off the top of my head like pits, vines, ladders leading into the pits and the odd scorpion until I ran out of memory.

"*Pitfall* was a difficult game to design as I tried to add a level of complexity to every step."

After completing *Pitfall*, a way was found to double the program size for Activision cartridges and David was able to complete *Decathlon* — an Olympian feat of

programming in which you've got to compete in screen versions of all ten events of the real life *Decathlon*.

Unlike other video games companies who employ a team of programmers to work on one game, Activision give each programmer sole responsibility for one game, from the initial concept of the idea through to the final product.

A team of five to six designers work in one room in an atmosphere which David finds very "supportive". In this creative atmosphere there is an "instant feedback and recognition in the quality of a game and a constant exchange of ideas."

The programming time for each game is somewhere between six months to a year. Typically, *Pitfall* took some 500-700 programming hours to complete over a period of six to seven months, while *Decathlon* was completed in just over a year.

However, games used to take longer to develop due to the graphics. "Originally we started

off by plotting characters and objects in coloured squares on graph paper and then doing the conversions into machine code. If we weren't satisfied, we would have to return to the graph paper and start again."

This time-consuming exercise was solved by David who developed a gadget which enables the programmers to draw straight onto the screen at four times the real size. Once the programmer is satisfied with the finished product, it is automatically converted into machine code and stored in the memory. "It's approximately 80% faster using this method."

One of the passwords to the programmers' success are the key words: program size, execution time and storage memory. "When programming, you have to trade within these three constraints." For instance, if the programmer needs more memory, then either the program size or execution time will have to be cut down.

Activision have recently moved into the home computer market with *River Raid* and *Kaboom* for the Atari 400/800. I asked David about Activision's plans for the future. "Four years ago, our plan was to make a quality name in video games and once that name was established — to move with the industry. We are following a very well thought out plan."

David wasn't giving any secrets away and wouldn't say what was to follow *River Raid* and *Kaboom*, although I have been assured that more titles are to be announced shortly.

David tends to put in about four working hours a day at the office. "It's impossible to come in at say 9.30 am and expect ideas to flow for the next six to seven hours."

However, David's got all the necessary equipment at home and can work from there if a flash of inspiration hits him.

Pride in his work also shows in his personal life. David drives around in a car with customised number plates — you've guessed it — **PITFALL!**

EXPANDING COLECOVISION

ColecoVision system owners will now have access to the biggest video games cartridge library available, thanks to the soon-to-be-released Coleco Expansion Module No. 11.

This plug-in module enables Coleco owners to use Atari 2600 cartridges with their system — opening up whole new vistas of video games playing.

Legal wrangles have prevented the module reaching the streets for some time — but it should be widely available by now and will cost around £59.00.

Once the Coleco owner has shelled out for the expander, he

or she can use any of the large range of games produced by and for the Atari VCS system. The rather awkward Coleco controllers must still be used but, for games that need the Atari paddle controllers, Coleco owners will have to find someone with an Atari system!

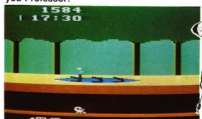
The expander is good news for Atari owners who want to upgrade to a Coleco — but were afraid they'd have to junk all those expensive Atari cartridges. Combine the high-resolution Coleco cartridges with the module and you really have got a super system!



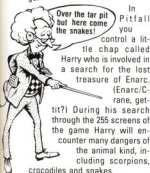
GAMING

THE VIDEO PROFESSOR GOES ON PITFALL SAFARI

Welcome to the second of Professor Video's lectures, packed with useful hints, tips and strategies which help you beat the hot home video games. This time he's taking a look at the ever popular Pitfall, written by David Crane, Activision's ace designer — who we interview elsewhere on these pages. Over to you Professor!



Oh! I wasn't quite ready for you. Sorry! Right, it's Pitfall isn't it. Yes. Pitfall... now let me get my notes together. Ah yes! Here we go.



In Pitfall you control a little chap called Harry who is involved in a search for the lost treasure of Enarc. (Enarc/Crane, get it?) During his search through the 255 screens of the game Harry will encounter many dangers of the animal kind, including scorpions, crocodiles and snakes.

There are other hazards too,

like rolling logs, forest fires, jungle lakes and the dreaded tar pits! Some of the lakes and pools disappear and reappear mysteriously just when poor old Harry least expects it!

Harry has just 20 minutes to find the 32 lost treasures of Enarc — and only three precious lives.

The key to winning at Pitfall is knowing how to use the underground passageways which are hidden under the jungle. Some of these passageways are dead ends — but others provide useful short cuts to the treasure. One



Crocodiles are Harry's greatest enemy!

Unfortunately by taking this route you miss out a gold bar. But when you learn that you'll discover six different treasures between screens 41-57, this strategy doesn't seem quite so bad after all! Another shortcut starts in screen 13 — again moving right from the start — this will take you to screen 19 — again avoiding a screenful of crocs!

Those crocodiles will perhaps prove to be your deadliest foe.

TRY GETTING IT TAPED!

Hello! This is Professor Video calling! Last issue I began my lectures in the art of video-gaming, bringing you tips to help you take on any sort of alien!

I've managed to get hold of five sets of new video releases called *How to Beat Home Video Games*, produced by Polygram Video. Each set consists of three tapes which deal in depth with strategies to beat games and give those cunning hints and tips to make your scores higher and higher.

Volume one of *How to Beat Home Video Games* deals with The Best Games home video classics like Space Invaders and Missile Command, Volume two looks at the *Hot New Games*, including Pitfall, E.T., Raiders of the Lost Ark and Lock n' Chase. Volume three deals with games for the new systems which bring arcade quality games into the home, like the Colecovision and the Vectrex.

So here's how to deal with them when you are faced with a screen which doesn't offer you the option of grabbing a vine and swinging over their gaping jaws. There are three of the reptiles in each screen.

Timing is all important. Wait until the first crocodile's jaws clamp snap shut then jump Harry onto his snout, quickly moving him to a spot behind the beast's jaws.

Now the crocs will open their jaws again displaying a fine set of sharp white teeth. But don't panic. Wait until their jaws close again and jump onto the second crocodile — repeating the quick step to behind his jaws. The third croc is dealt with in the same manner — but jump off quick and run to the next screen.

You can move left or right from Harry's start point. Moving right you come across more treasures earlier in the game. But by running left the rolling logs don't pose a hazard you can run along with them in the same direction.

After you've watched each of these hour long tapes you'll be able to pick up your joystick and play with the confidence of a video-grandmaster!

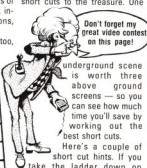
So, how do you get your hands on a set of these great tapes? It's as easy as this — just send me your favourite points-winning tips for your favourite video game. I'll pick out the top five tipsters and they will each receive a set of the tapes! Describe the strategies or sneaky moves that beat giant gorillas, defeat alien invaders or save Pacmen from the grasp of ghosts! And that's just a few suggestions!

Fill in the coupon below and attach it to your entry. Send it to Professor Video Contest, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Closing date for this contest is February 16th — so get your tips in quick to beat the rush!

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- 8 River Raid Activision
- 9 Zaxxon CBS
- 10 Q*Bert Parker Bros



Don't forget my great video contest on this page!

underground scene is worth three above ground screens — so you can see how much time you'll save by working out the best short cuts.

Here's a couple of short cut hints. If you take the ladder down on screen 15 — moving right from the start point — and jog along jumping five scorpions on the way — you'll come up in screen 19 having missed out four above ground crocodile screens. The crocs are your most dangerous enemy. More about them later!

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TEST FOR SPACE ACES

If you fancy yourself as a real space ace then Gorf will give you the rank you truly deserve.

This home conversion of Bally's arcade game offers four separate shoot 'em up challenges and then awards a rank depending on your performance.

The first wave is Space Invaders with the addition of a force field. You have to blast gaps in the crescent shaped force field to enable you to pick off the invaders as they advance down screen.

Stage Two is called Laser Attack and introduces a particularly vicious formation of aliens who buzz around the screen shooting long snaking beams of laser fire.

Laser Attack will have you wrenching and pulling on your joystick but tougher things still lie ahead in Space Warp.

In this level the aliens spiral out towards you corkscrew fashion. As they approach they get larger and will collide with your ship unless you can get them in your sights and blast them.

The fourth and final challenge is the Flag Ship. This is the Gorf's home base moving back and forth across the top of the screen. The force field is back in position so you will have to shoot a clearing in this and then make several direct hits on the ship before finishing it off.

Your mission is now complete and you receive your rank. I managed to attain the rank of Space Colonel — which wasn't bad considering I started out in life as a lowly Space Cadet.

If you think Gorf may enable you to become a hero overnight then forget it, because each time you complete one mission you get given a new, tougher one!

To attain really high rank you

will have to do battle with faster, more numerous aliens with heavier fire power. Another cloning of a well known arcade game. Available now at £29.95 from Colecovision.

THE VERDICT

If you liked the arcade game you'll like the home version too.

- Action ▲▲▲
- Graphics ▲▲▲
- Addiction ▲▲▲
- Theme ▲▲

SMURF TO THE RESCUE

Smurf must be the "cutest" of all "cute" games! That little blue chap with the floppy white hat has even managed to overtake Pacman in the C&VG cutemeter ratings!

He first appeared on the Colecovision system — in search of Smurfette imprisoned by the evil Gargamel in a gloomy spider-filled castle. Now Smurf can continue his quest on the Atari VCS thanks to CBS Electronics! The Atari version follows faithfully in the footsteps of the Coleco original. Despite the limitations of Atari VCS graphics, the CBS conversion is remarkably good — particularly when it comes to skyscapes.

The Smurf still walks along a bit like a cross between John Wayne and Charlie Chaplin — which adds to his cuteness!

In case you've not seen the Coleco version, the object of Smurf is to rescue Smurfette from Gargamel the giant's castle. The Smurf has to trek across rough countryside, jump picket fences, leap over rivers and brave the dangers of Gargamel's dungeons before he can reach the giant's sitting room where Smurfette is imprisoned on a shelf high above a vast table.

The rivers and the final screen are the only features in the Atari version not found in the Coleco game.

If you play on skill level one, the Smurf simply has to hop, skip and jump along to the final screen — avoiding the nasty spider in the dungeon screen — and rescue Smurfette.

If you go up to skill level two, then Gargamel's hawks, snakes and bats will be after you — making the game much more challenging. You have to duck and weave as the assorted nasties come at you!



GORF



SUPER COBRA



ART MASTER



SMURF



DECATHLON



PLAYING

The final screen is quite difficult. Firstly you have to beware not to rush into it too quickly. If you do, your Smurf will walk right into a chain and you'll lose a life without even getting a crack at rescuing Smurfette. Unlike the Coleco original where you had to get your Smurf onto the top of a skull and then make a quick hop up to Smurfette, the Atari version adds a few extra hazards. You have to jump onto a chair, then onto the table, then another chair before finally being able to take that final leap onto Smurfette's shelf! All of which takes a bit of practice and good joystick control. If you play on skill level two, the castle bat will be attempting to thwart your rescue bid in this screen too!

The little character will soon win your heart — even though it does take a bit of time to master his leaps, hops and dodges. And CBS has obviously gone to a lot of trouble to ensure the VCS graphics match the Coleco's as closely as possible. Personally I liked this version better than the original — except it's still got that irritating little tune!

THE VERDICT

If you like cute games then Smurf is the ultimate in cuteness. But will the challenge last if you are a dedicated video player?

- Action
- Graphics
- Addition
- Theme

MEET THE ART MASTER

Now for something completely different. Last month we complained that the range of games for the Vectrex lacked variety. Milton Bradley have responded to this criticism by submitting a game for the jury's scrutiny which is completely unique — not only for the Vectrex, but unique amongst all video games systems.

The Art Master cartridge enables you to become a video artist for an afternoon. Designed to work in conjunction with the

Vectrex light pen, you can use Art Master to sketch, draw in dots and then connect them up, and even animate your drawings to create genuine cartoon animation.

The sketch function lets you enjoy the simple fun of doodling in light. You can copy pictures from books, write messages, or play noughts and crosses. The connect function lets you draw in dots. You can use this to create dot pictures and ask your friends to guess what they are before pressing the button to connect up the dots. Options are chosen by selecting choices from a menu using the light pen which you simply point at the function you require.

Although doodling in light is fun, the real attraction of this cartridge is the animate option. Although you cannot execute very sophisticated animation, you can do simple things like drawing a plant and making it grow, or make a stick man walk across the screen.

The Art Master cartridge comes complete with the light pen and an instruction booklet. In the shops now at around £30.00.

THE VERDICT

Adds a new dimension to your Vectrex.

- Action
- Graphics
- Addition
- Theme

PURE GOLD DECATHLON

Decathlon is the most exhausting video game ever to come up before the jury! You should have seen them when they came out to present the verdict — the foreman could hardly stand up!

The reason for all this tiredness is due to an entirely new innovation in videogaming — the shake-speed joystick.

It's not a new joystick, but a new technique in David Crane's — of Pitfall fame — latest game — Decathlon.

You control an athlete taking part in the famous Olympic ten-event contest. To make your man run forward you have to move your stick as fast as you can from left to right. The faster you shake it, the faster he moves.

Speed is essential and not just

to win the 100, 400, and 1500 metre races. You also need as much speed as you can muster to gain maximum height in the pole vault, high jump, and length in the long jump. Speed also enables you to gain momentum when throwing the javelin, discus, or putting the shot.

Your athlete has the advantage of a speedometer at the bottom of the screen, which measures his pace with a red "fuel level" style display. When he's at full pelt the line will shoot up to level six, and fall back to nil when stationary.

To jump or throw press the fire button. Some of the events are more fun than others — my personal favourites are the high jump and the hurdles.

This is a real winner of a game from Activision for the Atari VCS. Like the rest of the Activision games, if you get good enough at them you are rewarded. In Decathlon you can send off for a gold medal if you score over 10,000 points. Available now at £29.95.

THE VERDICT

This is your chance to go for gold. The most playable sports simulation for the VCS — for up to four players.

- Action
- Graphics
- Addition
- Theme

SUPERCOBRA SUPER GAME

Scrolling games are pretty thin on the ground for the Intellivision, so the arrival of Parker's Super Cobra was greeted with considerable excitement by the ladies and gentlemen of Joystick Jury.

The Scramble-type game from Konami was a significant hit in the arcades despite being slightly over shadowed by Scramble.

Now the game has been licensed by Parker Brothers and converted for home use on the Intellivision.

Four levels of scrolling, bombing, shooting action have been incorporated in the game for one or two players.

Piloting your chopper through enemy terrain you are attacked by ground to air missiles, and bouncing bombs.

You'll need all the skill you can muster as the enemy barrage intensifies and the caverns and cityscape through which you must negotiate your chopper get narrower and narrower. Needless to say the Intel disc controller doesn't make this any easier.

After 7,000 miles a squadron of alien flying saucers attack you with missile fire. Fuel dumps are now few and far between so you can't afford to miss hitting them to boost your supplies each and every time they appear.

At the end of the caverns and city skyline are three enormous skyscrapers with the words Konami and Parker Brothers written on them.

You are now near the end of your long flight and have to bomb one last ground installation to complete your mission.

It will take the most skilled video ace several attempts to crack this one.

THE VERDICT

Another good game for Parker Brothers — filling a gap in this type of scrolling shoot 'em up for the Intellivision. Available now at £29.95.

- Action
- Graphics
- Addition
- Theme

Next issue we're letting the members of our joystick jury loose on some hardware. Namely the joysticks themselves. We reckoned it was about time we took another look at the devices available to play games with — on home video game systems and home computers.

Our joystick jurors will be looking for the ultimate stick and at the same time will be bringing you up to date news of what's good in the world of sticks.

Also we'll be taking that look at laser-disc technology for the micro games player. That's using a few longer words to say what we promised you this month — but we just ran out of space this issue! We'll be taking a look into the future and predicting that you'll be able to play laser games on your home computer — games like the ones that are revolutionising the arcade industry right now!

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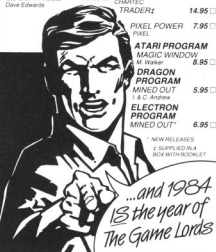
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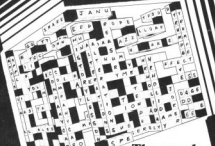
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TIPSTERS PAY RISE

On seeing that Seamus is paying £10 for hints and tips which reach his Program Extra page, I've been saving up especially, and can now afford to do the same. So from now on, any letters, hints or other tips which make the Bug Hunter page will earn £10 for their authors.

And talking of Seamus, I'm currently training him in the art of Bug Hunting and I assure you that he's very nice to talk to. So next time you have a problem and I'm off fighting the Bugs, ask for him.

Here at C&VG we've come up with a clever idea to keep calls evenly distributed between myself and Seamus. Next time you have a problem, toss a coin before you telephone the office. If it's heads, ask for me and if it's tails then ask for Seamus! And if it lands on its side, phone the *Guinness Book of Records*! Now, back to the serious stuff.

GO FASTER DRAGONS

Dragon users will probably be aware that some Dragons can be speeded up simply with a POKE. Not all machines will allow this. But now, courtesy of Bug Hunter Enterprises (with a little help from Ahlan Davison-Grey, our Dragon software reviewer), here's why, or why not.

The central chip in the Dragon is a 6809E, where the E means that the chip gets all its timing signals from an external clock. The clock takes the form of a crystal, and the frequencies it produces are handled by another chip.

However, you can alter some of the registers in this last chip to alter the speed of the clock which drives the 6809. This has the effect of speeding up the computer so that some games will run twice their normal speed.

However, the 6809 was not designed to run at this speed, so don't be disappointed if yours doesn't. But, says Ahlan, the fact that so many do, is a tribute to Motorola, the manufacturer.

There is certainly nothing wrong with a Dragon which will not run at the higher speed.

CHEQUERED FLAG — PSION

James Alston from Bromley, Kent, writes to tell me of what he thinks is a bug in Chequered Flag. At the end of a race, he says, the computer is supposed to print the fastest lap time. In fact it prints up the time taken to complete the last lap. Has anyone else found this problem?

SPECTRUM GRAPHICS

We still get calls from Spectrum owners who have tried running games from our magazine but all the graphics come out as lower case letters.

This is because the game uses user-

defined graphics characters — that's what all those DATA lines are for.

The solution is simple. If, when typing a Spectrum program, you see a PRINT line with some lower case (small as opposed to CAPITAL) letters in speech marks, these are probably user-defined graphics and need to be entered in graphics mode.

To do this, type the line in as normal but when you get to the letters, enter graphics mode by typing CAPS-SHIFT with 9 to get a G cursor. Enter the characters and then get out of graphics mode by typing CAPS SHIFT with 9 again, and finish typing the line.



Write to me at Bug Hunter,
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Dunmact House, 8 Hebal Hill,
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me on 01-278-3881.

RABBIT RAID — SPECTRUM

If you managed to get the graphics correct in Rabbit Raid for the Spectrum from November's issue, then here's how to add some sound to it, courtesy of Ian Lewis from Lewes, East Sussex, who's the first to earn the new improved sum of £10 for his efforts.

On line 30 after RAIDd; and before GOSUB add BEEP 3,7: BEEP 1,7: BEEP 3,7 and at the end of line 330 add :BEEP .05,14.

Ian also suggests that a more realistic score system is made by changing line 250 from S=S+100 to S=S+250.

TIPS FOR THE ATARI

Here are a few useful tips for the Atari 400/600/800 from Christopher Roche of Sutton Coldfield.

To disable the break key, type POKE 16,64: POKE 53774,64. To disable the system reset button, try POKE 580,1. Now, if anyone presses it, the machine will erase all its memory including the program.

To destroy all variables try FOR X=PEEK(130)+256*PEEK(131) TO PEEK(132)+256*PEEK(133): POKE X,0:NEXT X.

After entering this, when LIST is typed the program will be listed in an unreadable form.

Also for Atari owners who keep having occasional errors with the 410 cassette recorder, try typing LPRINT before CSAVEing. This will produce a harmless error message, but just continue as normal. Thanks go to Donald Dods from West Lothian for this.

WILD WEST — VIC 20

Vic 20 owners may have been surprised by the Wild West program from December's issue. Even though the program needed a super expander cartridge, there were still three commands in there that the machine did not understand. The problem stemmed from the fact that we haven't saved up enough for a Vic printer yet, so I loaded it into our Pet to be listed.

However, because you can't get a super expander for a Pet, some of the tokens from the cassette were misinterpreted. I can now put you out of your anguish by revealing that BACKUP should be COLOUR, APPEND should really be SOUND while SYNTAX should actually read RJOY. You will now be able to get the game running perfectly.

I am still getting letters about bugs in professional software for micros. With Christmas just gone, there must be quite a few micro owners who have bought software with bugs in it.

The latest batch comes from Peter Lee of Ilford, Essex. Peter talks about problems with Psion's Flight Simulation, Ocean's Kong and has also told me of a problem in Valhalla which causes the program to return you to BASIC, able to LIST the game!

Well, that's it for another month. Don't forget that you can always talk to me about your computer problems on 01-278 3881. I've just had one of those posh answering machines fitted to the bug phone so if you are suddenly struck by a bug in the middle of the night or at the weekend you can leave me a message. You may also find that the machine is on during the day if I'm tied up with the dreaded Seventh Empire — someone has to type all your moves into the computer! — but leave me a message and I'll call you back.

BY ROBERT SCHIFFREIN

Meet Alf, the Dustman. Not any ordinary dustman, but a hyper-intelligent mega-dustman. He has found himself in a spot of bother with neither lawnmowers nor bears, but numerous tons of homicidal rubbish. To make life even more difficult (and confusing) his favourite beer is in hot pursuit! But there is help on the way. 'The friends of the Binless' try to assist Alf in overcoming the evil waste. Meet Alf, his friends, his enemies, and 20 waves of sheer madness.

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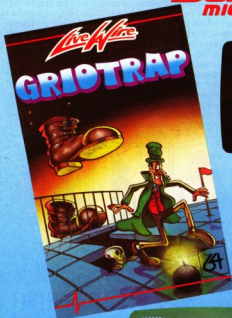
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The latest convert from video to pinball is that master of arcade abuse Q*Bert. Gottlieb have transferred the little chap from video-screen to pinball playfield in Q*Bert's Quest. And all Mr Q's mates have come along too. Coily, Ugg and Wrongway are still out to make life difficult for Q*Bert as he attempts to build his pyramid of coloured cubes.

By hitting one target — the monster's den — you'll release an extra ball, but the monsters escape too to cause Q*Bert more problems.

This machine has one irritating feature — the ball tends to stick around the upper chicane section of the playfield, hesitating at entrances to passageways — and this upsets the rhythm of play which generally is fast and furious.

For soccer fans Gottlieb offers Striker — the player takes on the pinball machine's team clad in yellow. The player gets the white strip! There are, of course, lots of references to penalties, free kicks, and corners — but the game is still fairly basic on its general playability. Gottlieb are still trying to find that one game that clicks with pinball fans — but to give them their due they are real triers!

Shock horror probe department. Can it be true? Matthew Broderick, the star of the movie War Games — the one about the computer-kid who almost starts World War Three by tapping into the American defence system with his home micro — doesn't really like computers! Talking to the London *Evening Standard* Matthew said: "Computers are not my thing at all. I don't like them and I don't understand them very well. I play video games, but even then I like pinball more."

Don't forget we're still interested in hearing your views on pinball and your high scores too.

HOLD ON — GOING DOWN, DOWN, DOWN . . . !

Pee-awww! Wheel Zzing! You'll have to duck, dodge and jump to escape the bullets of those shift-eyed, trigger-happy security men.

Elevator Action certainly lives up to its title — your aim is to get from the top to the bottom of a top security defence building via lifts and escalators.

In your search for the top secret documents, you'll come up against a crew of lean, mean security cops, all totting pistols and ready to stop you at any cost from reaching your get-away car.

You'll have to keep your wits about you while you descend, as you stand a very good chance of getting shot.

On each floor is a series of closed doors, and a security man, or two, could leap out at any time blasting away. You carry a gun, as do all good trainees of 007, and you'll soon learn a few tricks to get past the baddies as you shoot up and down in the lifts.

Using your joystick to keep the lift between floors, wait until one of the baddies takes a pot shot at you and then quickly move to his level and shoot back. Because there is a small time delay while he reloads, you can be sure of a safe hit!

Trained by your government, you're also a karate expert. Using the jump button, you can leap off the lift and deliver a lethal, mind-blowing kick to your opponent which will effectively lay him out!

DONKEY KONG SWINGS BACK

DONKEY KONG

One of the latest games from Nintendo is Donkey Kong 3 and the new game introduces a likeable character, Stanley a gardener, who takes over where Mario left off — only this time he fends off the mad monkey to defend his greenhouse.

Armed only with a spray gun, Stanley chases Donkey Kong up the vines, keeping nasty insects and critters away from his flowers. Each pest has a personality of its own and Stanley must work fast and furiously to keep the creepies under control. If he is

ELEVATOR ACTION

Red doors appear at random and behind each one are secret documents which will earn you bonus points. If you go for the red doors, keep your eyes peeled as the guards will redouble their efforts to get you.

As you descend, the floors become wider, there are more doors, more security men and up to five lifts travelling up and down. A lot of skill is needed to

reach this stage, to dodge the rapid hail of fire and still get through to the next floor in one piece.

The building must resemble the Empire State in size as there seem to be an awful lot of levels to get through before you can make a run for it.

Elevator Action by Taito Corporation has a really original theme and I found it a pleasant change from the normal spaceage shoot-em-ups.



BLAZE THOSE STAR BANDITS!

Scramble! Bandits at 3 o'clock! You push your joystick forward and enter the fray. The space city must be saved at all costs.

Weaving and dodging through the city's underground highways, you whiz round a sharp 90 degree bend to beat off an enemy attack of fighter space ships. You can't relax your vigilance for a second — more fighters are attacking from the left.

STAR BLAZER

Leaving the city you swoop through the crags and peaks of a mountain range to enter a valley. With lasers firing, you steady your craft and take careful aim at a convoy of tanks.

Star Blazer by Sega is the official follow-up to Astron Belt but, unlike Astron Belt which is played entirely in space, you will be battling it out over many different terrains which include the interstellar airport, rocky mountains, oceans and deepest space.

The graphics are comparable with Astron Belt and are produced with the aid of Scanimate, a device which Sega claims creates ultra-realistic images. I tend to agree. The ocean seems to heave and roll and the fighters and enemy mother ships are very life-like — they resemble the Empire's battle ships of Star Wars fame.

Arcade managers will now be able to convert the old Astron Belt machines to the new Star Blazer by using the conversion kit from Sega.

ACT UP

It's nail-biting stuff as your two lanky heroes almost career off the edge of a cliff in their efforts to escape the bunch of heavies in hot pursuit.

Aptly named, *Cliff Hanger* keeps you on your toes throughout this fun-packed game filled with bizarre and amusing scenes, including nerve-racking car and helicopter chases, a beautiful girl to rescue and a meeting with some sinister hooded gangsters.

With animated cartoon style graphics, comparable to *Dragon's Lair*, *Cliff Hanger* is one of the first games of its type to reach the UK. In the next few months we predict that laser disc games will become quite com-

SAVED BY A SAMURAI SWORD

CLIFF HANGER

mon in the arcades, but at the moment they are still very much a novelty.

The story begins with your two young lads escaping from a casino with bags of counterfeit money. They leap into their bubble car and a mad chase ensues through the busy streets.

Arriving in the country, they have a puncture and, whilst repairing this, they see the Mafia-like baddies roar past in a limousine chasing a helpless and beautiful blonde in a 2CV! Leaping to their feet, the boys pile into the bubble and give chase. A

helicopter chase follows and our intrepid heroes are rescued by the timely arrival of a samurai warrior in the city's sewers! As he brings the 'copter crashing to the ground with his sword, he utters a few memorable words in a very un-Japanese accent — "Once again I cut a worthless object!"

A four-way joystick and feet and hand buttons control the action which is played out in cartoon-style graphics. Instructions like 'Stick' and 'Action' will flash

onto the screen and it's then up to you to decide in which direction to move and whether to use hands or feet. Each time you make a wrong move, you'll be told what you did wrong.

As in all laser disc games, there is a dead area between scenes while the laser scans the disc for the next scenario. This has been very well disguised with a notice wishing you good luck in the next scene.

With lots of action and great graphics, *Cliff Hanger* by Stern Electronics will certainly be a hit in the arcades in the New Year.

WHIZZKID RACES INTO ACTION

SUPERBIKE

If you think you're a scrambling whizz-kid — then try riding the Super Bike.

Bombing down a country lane you shift into top gear and revving up your bike try to break the ton. Suddenly a series of potholes split the road in front of you — jerking on the handle bars you pull the bike into the air and sail across them. But don't get too confident, more is to come.

Packed full of stunts, you've got every opportunity to prove that you're at least as good as or better than the infamous Eddie Kidd. Leaping over potholes, the fallen trees and bushes is the least of your problems. Armies of

death heads in the form of skulls and crossed bones descend on you from out of the blue and, armed with a fire button, you must blast them back to hell before they land on you.

Other feats of skill and dexterity will include whizzing up a ramp and jumping over a line of buses and, providing you've managed to stay on your bike, you'll reach a tunnel which has to be negotiated to reach the end of the game.

Beware the skulls — they'll be attacking from behind as well as in front.



THE SEARCH IS ON FOR THE C&VG 1984 ARCADE CHAMPION!

Have you rescued the Princess in *Dragon's Lair*? Or have you come first in the Pole Position Grand Prix? Or maybe you've destroyed the Zaxxon robot? If so you are a prime candidate for our 1984 Arcade Championship title.

Your name may well be plastered all over the high score tables on several machines in your local arcade — but believe me, you can only call yourself a true arcade champ when you stand up to receive the *Computer and Video Games Arcade Champion* trophy!

In our next issue we'll begin the search for our 1984 champion. Your first move will be to fill out the coupon and mail it to us.

All we ask you to do is to take the form along to your local arcade, pub or the place where your favourite arcade machine lurks, get that high score and get the publican or arcade owner to witness it for you.

You can aim for a high score on up to three different machines. Your chances of reaching our grand final in the summer are increased if you enter on more than one machine. There will be a grand prize for the overall champion plus runners-up prizes too. So don't forget — get next month's *Computer and Video Games* and begin your quest to become King — or Queen — of the arcades!

CUNNING IN THE COCKPIT

FIRE FOX

Atari is entering into the laser disc games race with what promises to be a thrilling spin-off from the movie *Fire Fox*, based on the action film by Warner Brothers which starred Clint Eastwood.

It's rumoured that hundreds of thousands of dollars were spent buying the rights to *Fire Fox* and producing the arcade game with the aid of a simulation model of the cockpit.

You've stolen a top secret Russian fighter jet and have to fly it out of Russian territory to the Americans. The Russians don't let you get away easily and send up missiles and other fighter jets to stop you. Your plane has its own weapons system, but you'll have to use your skill as a fighter pilot and a lot of native cunning to escape in one piece.

Atari believe that *Fire Fox* will be a spectacular success and are planning to launch it sometime this year.



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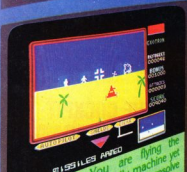
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MICRODEAL



KEEPING MARY AMUSED!

And now for something completely different! A graphics adventure where the action is played out before your very eyes!

Valhalla loads in a Spectrum under a striking title page and offers you six quests. These are to find special hidden objects: Ofnir (key), Drapnir (ring), Skornir (shield), Skalir (sword), Felstrong (axe) and Grinnir (helmet). These objects can only be discovered in the above order.

The gameworld has a cast of dozens, and at any location you may expect to meet and perhaps cross swords with a range of gods and goddesses (including Mary), giants, dwarfs, wolves and dragons, of varying temperaments and abilities.

BY KEITH CAMPBELL

In search of the foreign objects, you move around by issuing the usual Adventure commands, but may also play a 'wild card' by jumping on to a ringway if one is present. This is a magical method of transportation rather than a continuous urban dual carriage-way, and to travel one you must be carrying, of course, a ring!

Where *Valhalla* is different from other graphical Adventures is in its display format — the screen is split into three bands.

On arrival at a location, the top half displays an excellent hi-res picture, drawn very quickly. I got the impression that these graphics were composed of modules, re-arranged to give many combinations of picture from the same blocks.

Next, the lower 25% shows the text replies, whilst the final band rather too slowly draws the characters and objects present. The centre band therefore appears to form a continuous picture with the top band, like a stage.

In some ways, this game is like *Hobbit*, for all the characters have a mind of their own, and appear, disappear, drop things and attack you and each other according to their whims. But unlike *Hobbit*, they actually move. Their little legs walk, they jump about whilst fighting, and lift their wine to their heads when they drink. As this happens, so a text commentary is written below. If you want to pick up an object, then your figure will walk across the screen and get it.

Of course, all this slows down the rate

A COLOSSAL TALE OF COUNTRY FOLK

James Frost is stuck with a Colossal problem, trying to pass the clam. He is at his Wits End — and that baffles him too!

Steve Waller and Ian Hall have so far amassed 274 points out of 1100 in this game, and admit they can get no further. They have heard of dwarfs sleeping in a cave, and of dynamite. They urgently need directions to find them. If I can't help, who can, they ask? Oh dear — I can't? Who can?

But the most elegant Colossal plea comes from Mr. Dan Clark and Dr. Andrea Kingston, playing away at Skylark Farmhouse near Norwich. Rustics that they are, they turned bard to crave help:

Bumpkins' Lament

Colossal Classic mainframe game, is driving us poor kids insane. It seems we've run right out of luck, We get so far and then get stuck.

We have the jewelry and the vase, The golden eggs and silver bars,

The spices and the precious nugget (Quite a way we had to lug it!).

Can you help us in some measure With the other hidden treasure? Y2, carved upon a rock, Could it be a secret lock?

The rug we think perhaps can fly To secret places in the sky. Will the mirror smashed and broken, Lead us to another token?

"Hocus! Sesame! Shazam!" "Nothing happens" — blast and damn! Bumpkins both in helpless plight Please save us from more sleepless nights.

To which I can but reply:

Hi Dan and And! Oh woe is mine! I've had no tape from Level 9, And so, you see, I must rely On that great Mainframe in the sky.

My problem is with ease predicted,

Time on Comshare's much restricted. Thus lorays in this game are brief And efforts mostly come to grief.

I've caged the bird that wings it quick, (That rusty star's a nasty trick!) I've built and crossed a bridge of crystal, And lost lamp's light for reasons fiscal.

I've kissed a frog (some think me kinky!) And passed on warts to princess slinky. I think I'll catch some tadpoles soon The way those frogs cavort the room!

To readers all with 9's adventure! I herewith offer my debenture, In return for heaps of clues. Please put an end to bumpkin blues.

EDUCATION THROUGH ADVENTURE

Solving an Adventure, as most of us know to our cost, is often a matter not only of solving a puzzle or being observant, but of hitting upon a particular word or phrase. Out comes a dictionary and Roget's Thesaurus, and with perseverance, we win through!

But what of an Adventure written in a foreign language? Never seen one around? Not played 'La Maison d'Amusement Mystère'? Nor have I!

Consider the plight of Walter Goegebeur from Edegem, near Brussels. "Hoping you will forgive my mistakes against 'living English'," writes Walter, "but you're my last hope from being kept away from cracking Scott's *Mystery Fun House*". Walter had spent more than a month consulting friends and relatives, and studying English dictionaries, to no avail. He still got shot from the shooting gallery.

Walter could not be sure whether it was an English word or phrase he

needed, or if his problem was the puzzle itself! So I was pleased to be able to reassure him on his English, and spill the beans! (Sorry, Walter — I mean 'reveal all'). That, of course, highlights one of the difficulties of playing Adventure in a foreign language. The phrase I just used has nothing to do with making a nasty mess in the kitchen! However, because you have to master its idioms, playing Adventure in a foreign language is a good way of learning the 'living' language!

Rene di Giovanni wrote from Amsterdam to relate his difficulties with *Espionage Island* played on a ZX81. He was stuck in the plane, and unable to escape without dying. PULL CORD is the clue, and Rene could see the cord, but perhaps that phrase is particularly English.

On the other side of the coin, our lock-collector and masochist

Adventure-converter, Bill Stanton, spent his holidays in Germany, and got involved in translating a French Adventure. "Have you ever tried getting French-speaking Germans to give you the sense of idiomatic French phrases in German-English . . . ?" asks Bill. He is now back home in St. Alban's trying to recover, and probably programming his Pet with well known Basic statements like: POUR JE% = 1 A 8 ; SI (X(JE%)=Z) ET (Y=9) PUIS VA A 8000 PROCHAIN JE%.

On a more serious note, the Adventure format lends itself admirably to educational software of all sorts, especially languages. It is an area of software that has not been exploited. Wouldn't school pupils find it fun if their next French homework was "Comment reveillez-vous la dragon dormante"? They would have to play a special version of Adventureland — in compiled French, of course!

of play, but if you like watching it all happen, then you'll put up with that.

Valhalla has a range of special commands. WHO will list the characters in the text area, with an arrow pointing upwards to each image. WHAT will do the same for objects, HOW will tell you your current strength and so on. Should you type in anything untoward, you will be told Mary is not amused. A little fellow will walk onstage, and in a very determined way approach you to remonstrate. This will cause your figure to blush severely!

Valhalla is written in Basic with some machine code routines. A look at the listing won't reveal much in the way of clues. And despite protection against looking at the listing, it is easy because, despite all the ballyhoo preceding its arrival, and a seven-strong production team, Valhalla has at least one bug, which will cause the program to stop and you to reload. But will YOU discover the words that crash the game?

Valhalla is from Legend, overpriced and overrated at £14.95.

GATEWAY

When we had a family visit recently, all the kids made for the computer room. This is known in most houses as a dining room — but it enables us to play while we eat!

They ignored *Space Adventure* on the Spectrum (don't blame them) and *Zork* on the TRS-80 (fools!), and although Dougie aged 8, defeated to *Donkey Kong* on the Dragon, Karl and Rebecca headed straight for *Gateway to the Skies* on the Beeb. Of course, the Beeb is a schoolfriend, and my ulterior motive in getting them to help me through a review whilst being hospit-

PHILOSOPHERS, INCAS AND SORCERORS

Many try to enter the porthole, but are cursed by the Incas; carry the right things — one of them must be chiselled out of the flint.

To James Jennett playing *Ship of Doom*: a double switch may cast light on your problem.

To Brian Jones playing *Sorcerer's Island*: bribery can pay dividends.

For the impossible mission: don't be bad — do as you oughta, take the bomb up to the water.

For philosophers everywhere: approach cheese with protective device, and after taking it, drop it every so often for a bit. To relieve your neck, find the workman in the ME passages. Hop, crawl and run when in danger! And how many dogs do you want? Settle for three? Can you spot the second? You'll have to spot the third!

able to visitors had worked!

I went off to quaff home-made beer and make polite conversation, and occasionally popped back in to see how they were doing.

Quick responses — good! White on black text — bad! Replies less than terse — good! Karl had used a credit card in the village supermarket and got the reply "That'll do nicely! I liked it! Back to the quaffing . . .

I could hardly wait till they all went, and I was straight on to the Beeb.

Now hardy Adventurer's will never pass up the opportunity to take a lamp or food. Once spotted, you can guarantee there will be an area of darkness ahead, and that you will need sustenance. So I took the lamp offered me in the gift shop, and proceeded to the supermarket with my credit card for food. That is where it all went wrong.

The supermarket cashier rattled on the deal, disappearing with my card without handing over the food. On impulse, I tried to shoot her with my laser gun. "I don't understand the word cashier." EXAMINE FOOD. "I don't understand the word EXAMINE." LOOK FOOD told me where I was.

Now just as necessary as a lamp, is the Adventurer's stock-in-trade — "LOOK (or examine) object". Being able to look at, and examine things is one of the means by which an Adventurer gets mystery and excitement in a game. Through this device, the author is able to avoid blatant clues, making the player wait until he deduces there must be more information. The player is then often given a puzzle or cryptic clue to chew on.

I got the food later, but my enthusiasm was shattered. A pity, for this game held such promise!

Vocabulary — bad. Logic/difficulty — doubtful. Plot/theme — shakily promising. Shall I try again . . . ?

Gateway to the Skies comes in two parts. I only looked at the first half, as you have to save data at the end of it to enter part two.

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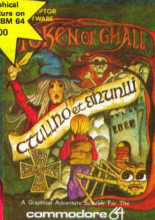
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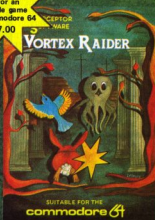
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HELPLINE

Every now and again one of those desperate people trapped in a small room with a calculator writes in. The fact they are not in an asylum yet is a tribute to their tenacity. Has ANYONE got out of there since I last wrote about *Deathmaze 5000*, a couple of years ago?

Mr. Poles of Lutterworth will be disappointed to learn that the general consensus of opinion is that the *Philosopher's Quest* lamp cannot be lit.

Congratulations to Robert Davidson from Macclesfield, and Colin Bignell down in Littlehampton, the only readers so far to lay claim to completing this game. In a long helpful letter, Robert suggests that Mr. Poles must have been sleeping with the lamp on, for the game can be completed without relighting it. Colin Bignell says it cannot be relit, and warns Mr. Poles to be careful in its use — especially when talking to the old sailor. James Frost of Windlesham agrees, and suggests using matches for extra time.

But what's this? Karl Howard writes from Rochdale and says the lamp CAN be relit — type-RUB LAMP. I suspect the confusion is because Mr. Poles did not state whether or not he had run out of fuel.

Shaggy dogs, cheese and albatrosses are among the favourite subjects of all good Philosophers, and clues have arrived from numerous sources, including Roger Durrant, Mark Chaffey, and C. M. F. Bone, to help David Somekh.

Keith Lumb from Lowton near Warrington is shedding crocodile tears in the everglades. He is playing, or rather trying to play, *Sphinx*. Why does his magic bridge collapse when he tries to cross it?

And what about those crows?

Christopher Tihanyi is a troubled man. He's got five adventures in a state of chaos down in Bristol. I can help him directly with some, but here is a plea in which I join — how DO you open the Xenos safe?

Martin Brunt of Woolwich is lucky enough to be playing *Zork* on a VAX-11 750, but is unlucky to have run into severe problems. (Don't we all!?) What is the receptacle in the balloon for? Martin suspects it's for something with which to heat the air, but the only suitable object he can find is an ivory torch which burns out after melting the glacier. Come in *Zork* players!

Do you know where to find the second stone tablet in *Golden Voyage*, to help Paul Hurditch in *Rotherham*?

Some find *Mission Impossible* too simple, others impossible. Disarming the bomb has caused much confusion, especially to Andrew Dobson. See page 57 for the clue.

So many readers have written in

with high *Hobbit* scores, it would take a page to list the names! So here is the only claimant to a 100% score so far — by Keith Oliver of Tollesbury.

From David Worbishley of Baldingstone, come some comments about *Swords and Serpents*. He suggests that Messrs. Hughes and Nosworthy have not enjoyed the full flavour of the game, which can only be done playing the two-player version.

"The great advantage this has is that the players can actually enter the dragon's lair, gather up the treasures inside, and talk to each other to combat the excruciating boredom," writes David. "Incidentally," he adds, "the dragon plays no part in the game and might just as well be a giant sausage as a sinister serpent."

If YOU are stuck in an Adventure, can help an Adventurer in distress, or have an interesting or amusing Adventure experience, write to me at Adventure Helpline, *Computer & Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5JB.

CROSS THE DOTS!

Space Island turns your Spectrum into a control panel on board a starship in geostationary orbit above the island of Roba on the planet Zyro. You control an android who 'stands alone amidst wreckage and awaits your command.' Your TV set becomes a videoscanner (what else?) showing an 'orbital map' of Roba Island.

Somehow my Spectrum didn't quite have the feel of a control panel — well, let's face it, have you ever seen a control panel you can slip into your back pocket and not notice?

Obviously my pet android felt this, for when I tried to move him around the tiny island (him a dirty great cross trying to rendezvous with microscopic dots representing objects), he didn't respond with quite the alacrity one

might expect from such a high-tech device. Once moving, this obstinate creature would proceed inexorably in the same direction until commanded otherwise. Even after a good night's sleep he would wake up and plod on regardless in obedience to his previous instruction!

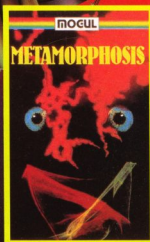
Apart from this painful method of movement, *Space Island* boasts a vocabulary of 19 words, yes folks — 19! Not whole words admittedly, but the initial letters of verbs.

The cassette inlay mentions slick machine code display. However, the program is written in Basic, and reaction is just not slick enough to give adequate control.

Space Island is for 48K Spectrum from Terminal Software, price £6.95. Fairly apt, for if I'd played it for much longer, I would now be suffering from terminal boredom.

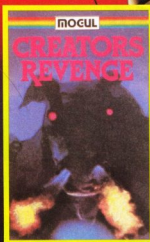
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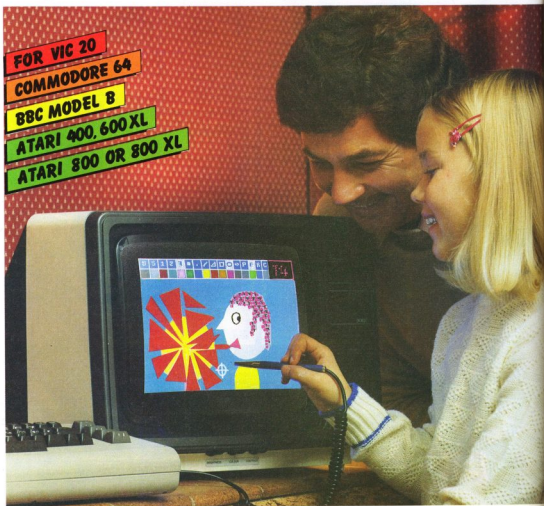
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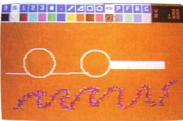
Paint Box on Set

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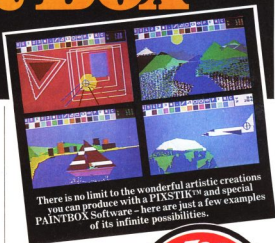
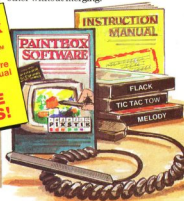
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CVG 2

BY FRANK ROONEY
RUNS ON A SHARP MZ80K

LOST IN THE JUNGLE

Remember last issue when we left you high and dry in the jungle? Well, this issue we are going to help you get further back to civilisation! Frank Rooney, our Sharp programmer, is the man behind this fiendish graphic adventure. He is challenging you to find your way out of an unexplored jungle with only your wits — and a few other bits and pieces you'll pick up along the way — to help you. Dare you take up the challenge in part two of our Adventure special. Final part next month!

```
1770 IFX$="N"THEN200
1780 IFX$="Y"THEN1800
1790 GOTO6400
1800 Q=RND(1):IFQ>.5THEN1830
1810 PRINT"00Actually, it tastes quite
      good!":K=K+INT(Q*25)
1820 GOSUB1370:GOTO200
1830 PRINT"00IT MAKES YOU QUITE ILL"
1840 ML=1:MJ=25:GOTO1620
1850 K=K+INT(25*Q):GOSUB1370:GOTO200
1860 K=K-1:IFK<1THEN1350
1870 PRINT"ENERGY:"K:"      BULLETS:
      "M:"      MEDICINE:"MM
1880 PRINT"00Which way do you go?"
1890 PRINT"00EEN - North"
1900 PRINT"00EE - South"
1910 PRINT"00EE - East"
1920 PRINT"00EEW - West":USR(62)
1930 GETD$:IFD$=""THEN1930
```




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Jogger Guide your jogger across a 4-lane motorway and avoid the oncoming traffic to reach the finish. Each time a jogger is safely home the next one will have to encounter more lories and cars on the motorway but fewer crocodiles and logs in the river. Full on-screen instructions. Microcode, sound effects and full action colour graphics.
 Author - Adrian Sheppard
 Spectrum Author - Mike Howard
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Dinky Kong Attempt to rescue your lovely girlfriend who is held captive by the angry gorilla. As you climb the connecting ladders and move along the pathways, the gorilla will be throwing barrels and treballs at you. The only way to reach her is to leap over these obstacles and progress to the top. Microcode action with sound effects, full colour action graphics, skill levels etc.
 Author - Adrian Sheppard
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Quincy A superb dice game for 2 to 6 players. 5 throws per go to try and score points by obtaining certain combinations. 1-6 of a kind, a run, pairs etc. 13 go to complete a game. The highest score is the winner. It is a game that is easy to learn but can be won by skillful and thoughtful play. Full screen graphics, on-screen instructions, bonus scores, etc.
 Author - Tony Churcher
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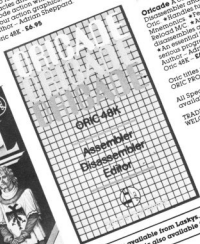


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Grail You have been chosen to seek and rescue the Holy Grail from the castle of the Fearsome. Throughout the course of your task you will have to use your skill, intelligence and logic (along with a little luck) as you encounter many new little larks to the opportunity to fight with. You will have to use your strength with weapons and armoured your strength with as wrap, jewels etc.
 Author - Adrian Sheppard
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Moria A challenging adventure game set in the mists of Moria. You'll have to try and survive encounters while trying to master the middle-earth and the wizard Durin Ring. The Wizard and the Fearsome may help or hinder you on your journey to find and open the hidden doors to freedom. A game that will really test your character and your powers.
 Author - Adrian Sheppard
 ORIC Author - Mike Howard
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Oricade A combined assembler/disassembler and editor for the ORIC. • Handles full 6502 Microcode. • Features Save and Reload M.C. • Assembles and disassembles at any address. • An essential tool for any serious programmer.
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01850 IFSS=OTHEN3080
2840 FORR7=1TQ20:FORRR=150TQ1STEP-1:POKEA514,R7:POKEA513,R6:USR(68):NEXT
2850 USR(71):Q=RND(1):IFQ>.5THENPRINT"*****YOU MISSED!" :K=K-1:GOTO3080
2860 PRINT"*****GOOD SHOT!!":J=INT(RND(1)*5)+2
2870 PRINT"*****coconuts have fallen." :GOSUB1370:GOSUB4440
2880 PRINT"*****do you eat them? (Y or N)":USR(62)
2890 GETX$:IFX$="" THEN2890
2900 IFX$="Y" THENK=K+5*Q6:GOTO200
2910 IFX$="N" THEN200
2920 GOTO2890
2930 IFK=0 THENPRINT"*****You lost your knife, remember ?":GOTO3080
2940 PRINT"*****You missed - and you have lost your"
2950 PRINT"$knife in the undergrowth!":KK=0:GOSUB1370:GOTO200
2960 IFM=OTHENPRINT"*****You have no bullets left!":GOTO3080
2970 PRINT"*****BANG!!!":MM=1:GOSUB6310
2980 Q7=RND(1):IFQ7<.25THENPRINT"*****YOU MISSED!":GOTO3080
2990 IFQ7>.3 THEN3010
3000 GOTO3070
3010 PRINT"*****You have shot a monkey by mistake!":GOSUB1370
3020 PRINT"*****Do you eat it? (Y or N)":USR(62)
3030 GETX$:IFX$="" THEN3030
3040 IFX$="Y" THENK=K-35:GOTO200
3050 IFX$="N" THENGOTO200
3060 GOTO3030
3070 PRINT"*****GOOD SHOT!!":O6=INT(RND(1)*3)+2:GOTO2870
3080 GOSUB1370:PRINT"*****J=J+1:J=30:GOSUB4420:GOTO2710
3090 PRINT"*****you are hungry and you see a bird flyingoverhead."
3100 PRINT"*****What do you do?:"
3110 PRINT"*****A - Shoot it"
3120 PRINT"*****B - Use your slingshot"
3130 PRINT"*****C - Throw your knife at it"
3140 PRINT"*****D - Ignore it":USR(62)
3150 GETX$:IFX$="" THEN3150
3160 IFX$="D" THEN200
3170 IFX$="C" THEN3210
3180 IFX$="B" THEN3240
3190 IFX$="A" THEN3270
3200 GOTO3150
3210 IFX$="C" THENPRINT"*****You lost your knife - remember?":GOTO3260
3220 PRINT"*****You missed the bird - and your knife is"
3230 PRINT"lost in the undergrowth!":KK=0:GOSUB1370:GOTO200
3240 IFSS=OTHENPRINT"*****You lost your slingshot - remember?":GOTO3260
3250 PRINT"*****The bird is too high up to use a":PRINT"$slingshot."
3260 GOSUB1370:PRINT"*****Now what do you do?:GOTO3110
3270 IFM=OTHENPRINT"*****You ae out of bullets!":GOTO3260
3280 PK=53841:PB=219:PC=0:CC=0
3290 PRINT"*****POKE4466,22
3300 PRINT"*****"
3310 POKE4466,16:PRINTTAB(35); "*****"
3320 PRINTTAB(36); "*****"
3330 PRINTTAB(37); "*****"
3340 PRINTTAB(10); "*****Press 'SPACE' to fire." :GOSUB1370
3350 PRINT"*****";GOSUB40
3360 PRINT"*****";GOSUB40
3370 PRINT"*****";GOSUB40
3380 PRINT"*****";GOSUB40
3390 PRINT"*****";GOSUB40
3400 PRINT"*****";GOSUB40
3410 BB$="*****"
3420 BC$="*****"
3430 XX=1
3440 PRINTTAB(XX);BB$:GOSUB40:PRINTTAB(XX);BC$:GOSUB40
3450 IFXX=33 THEN3470
3460 XX=XX+1:GOTO3440
3470 PRINTT2$;"*****";GOSUB40
3480 PRINTT2$;"*****";GOSUB40
3490 PRINTT2$;"*****";GOSUB40
3500 PRINTT2$;"*****";GOSUB40
3510 PRINTT2$;"*****";GOSUB40
3520 PRINTT2$;"*****";GOSUB40
3530 PRINTT2$;"*****";GOSUB40
3540 PRINTT2$;"*****";GOSUB40
3550 PRINTT2$;"*****";GOSUB40
3560 PRINTT2$;"*****";GOSUB40
3570 PRINT"*****YOU MISSED YOUR CHANCE!":GOSUB1370:GOTO200
3580 LL=1:CJ=0
3590 BD$="***** ***** ~~~~~ *****"
3600 PK=53841:CC=0:PB=240
3610 POKEPK,PB:FK=PK-82:CC=CC+1:IFCC=7 THEN3630
3620 GOTO3610
3630 POKE4466,14:PRINTTAB(35); "*****":PRINTTAB(36); "*****"
3640 PRINTTAB(36); "*****"
3650 PRINTTAB(36); "*****":PRINTTAB(35); "*****"
3660 PRINT"*****TAB(16);"*****":PRINTTAB(16); "*****"
3670 POKE4466,LL
3680 PRINTTAB(17);BD$
3690 LL=LL+2:IFLL=19 THEN3710
3700 GOTO3670
3710 PRINT"*****GOOD SHOT!!"
3720 PRINT"*****do you eat the bird? (Y or N)":USR(62)

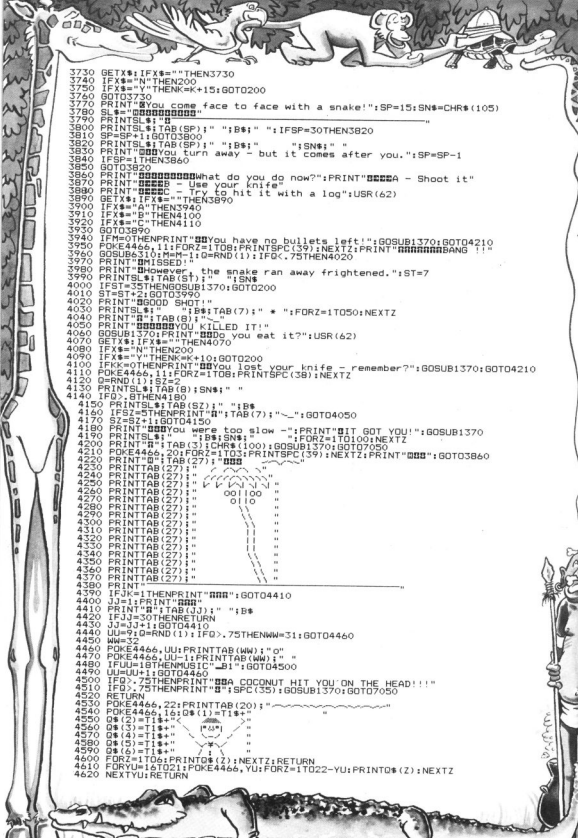
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3730 GETX$:IFX$=""THEN3730
3740 IFX$="N"THEN200
3750 IFX$="Y"THENK=K+15:GOTO200
3760 GOTO3730
3770 PRINT:0You come face to face with a snake!":SP=15:SN$=CHR$(105)
3780 SL$="0000000000"
3790 PRINTSL$:TAB(3):" ";B$;" ":IFSP=30THEN3820
3800 PRINTSL$:TAB(3):" ";B$;" ":IFSP=30THEN3820
3810 SP=SP+1:GOTO3800
3820 PRINTSL$:TAB(3):" ";B$;" ":IFSP=30THEN3820
3830 PRINT:00You turn away - but it comes after you.":SP=SP-1
3840 IFSP=1THEN3860
3850 GOTO3820
3860 PRINT:0000000000What do you do now?":PRINT"0000A - Shoot it"
3870 PRINT:0000B - Use your knife"
3880 PRINT:0000C - Try to hit it with a log":USR(62)
3890 GETX$:IFX$=""THEN3890
3900 IFX$="A"THEN3940
3910 IFX$="B"THEN4100
3920 IFX$="C"THEN4110
3930 GOTO3890
3940 IFM=0THENPRINT:00You have no bullets left!":GOSUB1370:GOTO4210
3950 POKE4466,11:FORZ=1TO8:PRINTSPC(39):NEXTZ:PRINT"00000000BANG !!!"
3960 GOSUB1370:MEM=1:0=RND(1):IFQ<.75THEN4020
3970 PRINT"0MISSED!"
3980 PRINT:0However, the snake ran away frightened.":ST=7
3990 PRINTSL$:TAB(ST):" ";SN$
4000 IFST=35THENGOSUB1370:GOTO200
4010 ST=ST+2:GOTO3990
4020 PRINT"0000D SHOT!"
4030 PRINTSL$:TAB(7):" ";B$;TAB(7):" * ":FORZ=1TO50:NEXTZ
4040 PRINT"0";TAB(8):" "
4050 PRINT:000000YOU KILLED IT!"
4060 GOSUB1370:PRINT"000Do you eat it?":USR(62)
4070 GETX$:IFX$=""THEN4070
4080 IFX$="N"THEN200
4090 IFX$="Y"THENK=K+10:GOTO200
4100 IFKK=0THENPRINT:00You lost your knife - remember?":GOSUB1370:GOTO4210
4110 POKE4466,11:FORZ=1TO8:PRINTSPC(38):NEXTZ
4120 0=RND(1):SZ=2
4130 PRINTSL$:TAB(8):SN$;" "
4140 IFQ>.8THEN4180
4150 PRINTSL$:TAB(SZ):" ";B$
4160 IFSZ=5THENPRINT"0";TAB(7):" "":GOTO4050
4170 SZ=SZ+1:GOTO4150
4180 PRINT:0000You were too slow -":PRINT"0IT GOT YOU!":GOSUB1370
4190 PRINTSL$:TAB(8):SN$;" "":FORZ=1TO100:NEXTZ
4200 PRINT"0";TAB(3):CHR$(100):GOSUB1370:GOTO7050
4210 POKE4466,20:FORZ=1TO3:PRINTSPC(39):NEXTZ:PRINT"000":GOTO3860
4220 PRINT"0";TAB(27):" "
4230 PRINTTAB(27):" "
4240 PRINTTAB(27):" "
4250 PRINTTAB(27):" "
4260 PRINTTAB(27):" "
4270 PRINTTAB(27):" "
4280 PRINTTAB(27):" "
4290 PRINTTAB(27):" "
4300 PRINTTAB(27):" "
4310 PRINTTAB(27):" "
4320 PRINTTAB(27):" "
4330 PRINTTAB(27):" "
4340 PRINTTAB(27):" "
4350 PRINTTAB(27):" "
4360 PRINTTAB(27):" "
4370 PRINTTAB(27):" "
4380 PRINT" "
4390 IFJK=1THENPRINT"000":GOTO4410
4400 JJ=1:PRINT"0000"
4410 PRINT"0";TAB(JJ):" ";B$
4420 IFJJ=30THENRETURN
4430 JJ=JJ+1:GOTO4410
4440 UU=9:0=RND(1):IFQ>.75THENWW=31:GOTO4460
4450 WW=32
4460 POKE4466,UU:PRINTTAB(WW):"0"
4470 POKE4466,UU-1:PRINTTAB(WW):" "
4480 IFUU=18THENMUSIC="B1":GOTO4500
4490 UU=UU+1:GOTO4460
4500 IFQ>.75THENPRINT"00A COCONUT HIT YOU ON THE HEAD!!!"
4510 IFQ>.75THENPRINT"0";SPC(35):GOSUB1370:GOTO7050
4520 RETURN
4530 POKE4466,22:PRINTTAB(20):" "
4540 POKE4466,16:0$=1:T1$=" "
4550 0$(2)=T1$+" "
4560 0$(3)=T1$+" "
4570 0$(4)=T1$+" "
4580 0$(5)=T1$+" "
4590 0$(6)=T1$+" "
4600 FORZ=1TO6:PRINT0$(Z):NEXTZ:RETURN
4610 FORYU=1TO21:POKE4466,YU:FORZ=1TO22-YU:PRINT0$(Z):NEXTZ
4620 NEXTYU:RETURN

```



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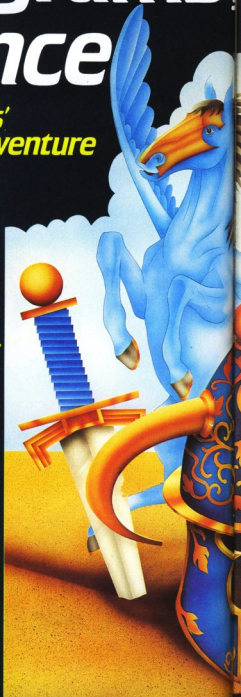
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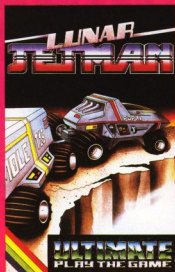


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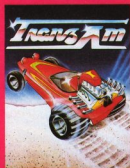
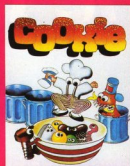
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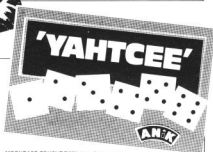
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DIAMOND

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KRAZY KONG

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VIOLENT UNIVERSE

From Quest, the company who have developed a high score verification system for their Spectrum games.

MANIC MINER

Sheer addiction for the Spectrum from the Bug Byte people.

SPLAT

Help Zippy survive in this extremely playable game from new games company Incentive Software.

ZALAGA

Space age action from Ardvark for the BBC.

ATIC ATAC

A great new graphic adventure-style game from Ultimate.

3D DEFENDER

Malcolm Evans' game for New Generation Software which set new standards for graphics on the ZX81.

(On Violent Universe, please send your high scores direct to Quest at the address on the cassette inlay and NOT to C&VG. Quest have their own way to verify scores.)

JET PAC

- 1) Stephen Flavell, Wolverhampton — 8,283,975
- 2) J. Denning, Amersham, Bucks — 4,918,595
- 3) Roger Sayle, Folkestone, — 4,568,945
- 4) Robert Golding, Hornchurch — 4,185,720
- 5) Jamie Hickman, Northampton, — 4,118,890

MANIC MINER

- 1) Julian Rignall, Dyfed, Wales, — 2,000,923
- 2) Stephen Lynch, Wallasey, Merseyside, — 1,763,590
- 3) A. Pritchard, Newark, Notts — 1,150,723
- 4) Martin Leach, Orpington, Kent, — 1,006,350
- 5) Grant Harrison, Sidcup, Kent, — 716,225

PARSEC

- 1) C. Sutton, Stoke on Trent, — 1,588,300
- 2) Simon Taylor, Cambridge, — 1,358,700
- 3) Marc Watson, Bristol, — 1,252,100
- 4) Peter Turner, Sheffield, — 1,222,700
- 5) Michael Tyrie, Whitely Bay, — 1,119,000

KRAZY KONG

- 1) Phillipp Waterhouse, Bury, — 244,040
- 2) Andrew Chader, Nottingham, 172,740
- 3) Shane Moss, Colchester, 167,513
- 4) Matthew Brown, Exeter, 153,580
- 5) N. Sharp, Penrith, 128,620

PLANETOIDS

- 1) Paul Dhonan, Reigate, Surrey, — 696,200
- 2) Matthew Constable, Andover, Kent, — 682,800
- 3) Peter Harrison, Exeter, Devon, — 593,550
- 4) Calvin Lawrence, Peterborough, — 582,225
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In the New Year we'll invite some of the best top scorers along to a grand finals to prove their skills in the spotlight. In the meantime we'll be printing the top five scorers in our **Hall of Fame** selection each issue.

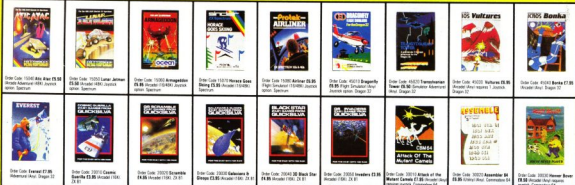
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Address
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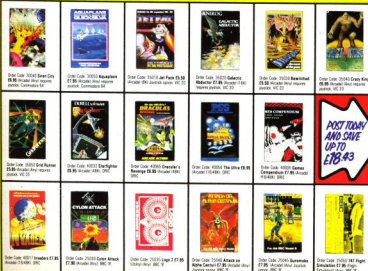
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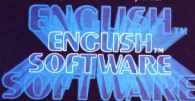


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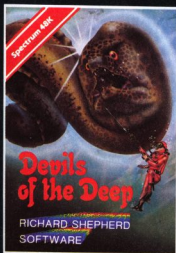
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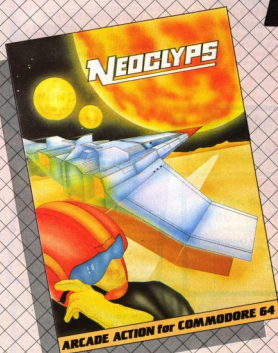
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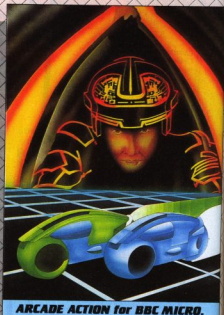


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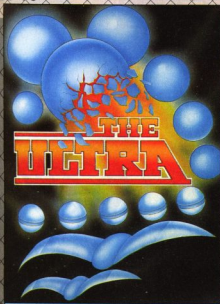
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210 POKE A,249:POKE A+2,246:POKE A+41,243:POKE A+40,248:POKE A+42,244
912 FOR F=0 TO 200:NEXT
913 POKE A,0:POKE A+2,0:POKE A+41,0:POKE A+40,0:POKE A+42,0
917 READ NR:POKE A,NR
918 POKE A=53589 THEN 6000
920 GOTO 910
1000 POKE A,0:POKE A+1,0:POKE A+2,0
1010 POKE A+40,0:POKE A+41,0:POKE A+42,0
1020 POKE A+0,0:POKE A+81,0:POKE A+82,0
1030 POKE C,0
1040 POKE C+1,0
1050 IF VD=10 THEN GOSUB 3300
1080 GOTO 4
1110 FOR Q=A+39 TO C STEP-1
1120 POKE Q,0
1130 NEXT Q
1140 POKE A,0:POKE A+2,0:POKE A+41,0:POKE A+40,0:POKE A+42,0
1200 GOTO 4
1300 VR=0:FOR VR=C-80 TO C-560 STEP-40
1302 ER=0
1305 POKE VR,249:POKE VR+2,246:POKE VR+41,243:POKE VR+40,248:POKE VR+42,244
1320 POKE VR+81,202
1330 FOR Z=0 TO 20:NEXT
1335 POKE VR,0:POKE VR+2,0:POKE VR+41,0:POKE VR+40,0:POKE VR+42,0
1337 POKE VR+81,0
1338 USR(71)
1340 NEXT
1350 FB=54090
1360 XC=INT(136*RND(1))
1370 FB=FB+XC
1380 POKE FB,679:POKE FB+1,120:POKE FB+2,90
1390 POKE FB,249:POKE FB+2,246:POKE FB+41,243:POKE FB+40,248:POKE FB+42,244
1400 POKE FB+81,INT(RND(1)*4+202)
1405 IF BD=4 THEN BD=2:GOTO 1410
1407 BD=5
1410 ER=ER+1:IF ER=OB THEN 1460
1415 POKE 4514,150:USR(68)
1420 L=1
1430 IF E$="" THEN 1500
1440 IF E$="" THEN 1530
1445 FOR FR=0 TO 30:NEXT
1450 GOTO 1410
1460 IF VR=100 THEN 1555
1465 ER=0:POKE VR+81,0:VR=VR+40
1470 IF VR=FG-120 THEN 1580
1480 GOTO 1400
1500 POKE VR+81,0:VR=VR+1
1510 POKE VR+81,INT(RND(1)*4+202)
1515 FOR HY=0 TO 100:NEXT
1520 GOTO 1410
1530 POKE VR+81,0:VR=VR-1:GOTO 1510
1540 POKE VR+81,INT(RND(1)*4+202)
1550 USR(71)
1552 C=VR+121
1555 IF VR=FG-120 THEN 1580
1560 L=L+1
1570 POKE VR+81,0
1575 GOTO 1600
1580 TEMPO 6
1585 POKE VR+81,202
1590 MUSIC=C#"B8BC0"#"B8BC0"#"B8BC0"#"B8BC0"#"B8BC0"#"B80"
1595 GOTO 5
1600 POKE VR+81,107
1605 POKE 4514,200:USR(68):FOR A=0 TO 100:NEXT:USR(71)
1610 GOTO 5
2000 POKE 53248,16:POKE 53258,9:POKE 53249,15:POKE 53251,14:POKE 53252,20
2010 POKE 53253,19:PRINT="#";TAB(6);P
2020
5000 PRINT"8"
5005 TEMPO 5
5010 PRINT"=====
5020 PRINTTAB(71):"### ## ## ## ## ## ## ##
5030 PRINTTAB(71):"### ## ## ## ## ## ## ##
5040 PRINTTAB(71):"### ## ## ## ## ## ## ##
5050 PRINTTAB(71):"### ## ## ## ## ## ## ##
5060 PRINTTAB(71):"### ## ## ## ## ## ## ##
5065 PRINT
5070 FOR S=6 TO 26
5080 PRINT TAB(51):"D
5090 PRINT"###"#"MUSIC"#"B80":NEXT
5100 POKE 53053,170:POKE 53054,153
5110 FOR S=53935 TO 53954
5115 D=S-40
5120 READ C:POKE D,C:#W=M:NEXT
5125 FOR F=0 TO 1500:NEXT
5127 GOSUB 5000
5130 CLR:L=3:GOTO 2
5300 BD=BD+1:VD=0:PH=PH+1
5400 PRINT"=====PHASE":PH;" COMPLETED"
5405 TEMPO 6
5407 MUSIC=C#"B8BC0"#"B8BC0"#"B8BC0"#"B8BC0"#"B8BC0"#"B8BC0"#"B8BC0"#"B8BC0"#"B8BC0"#"B8BC0"#"B80"
5420 PRINT"=====
5430 RETURN
5000 PRINT"8"
5005 POKE 18407,184
5010 PRINT" Alien Eagles are attacking Earth.It is
5020 PRNT"Up to you to save us all.After every
5030 PRINT"ten Eagles the next ten move faster,if"
5040 PRINT"an Eagle lands on Earth,not on you,"
5050 PRINT"it will lift and drop you.You will have"
5060 PRINT"to land on a platform or lose a life,if"
5070 PRINT"it lands on you,you will automatically"
5080 PRINT"lose a life."
5090 PRINT"=====GOOD LUCK!=="
5095 PRINT"0 PRESS ANY KEY TO CONTINUE"
5100 GET A$:IF A$="" THEN 5100
5105 PRINT"0"
5120 PRINT"SPACE - FIRE"
5130 PRINT"0 - LEFT"
5140 PRINT" - RIGHT"
5145 PRINT"0 PRESS ANY KEY TO CONTINUE"
5150 GET A$:IF A$="" THEN 5150
5160 RETURN
5000 REM
6010 PRINT"=====YOU HIT"#"P:101" EAGLES"
6020 FOR A=1 TO 1000:NEXT
6030 PRINT"8"
6035 A=53500
6040 POKE A,249:POKE A+2,246:POKE A+41,243:POKE A+40,248:POKE A+42,244
6042 FOR F=0 TO 200:NEXT
6045 POKE A,0:POKE A+2,0:POKE A+41,0:POKE A+40,0:POKE A+42,0
6047 READ NR:POKE A,NR
6049 A=A+1:IF A=53510 THEN 6140
6050 GOTO 6040
6140 GET A$:IF A$="" THEN 6150
6150 IF A$="N" THEN PRINT"END
6160 GOTO 140
9000 DATA 18,47,21,139,133,141,147,150,151,151,10,113,12,14,60,29,145,153,167
9010 DATA 16,12,1,20,3,0,15,26,3,18
9020 DATA 16,12,1,20,3,0,15,26,3,18

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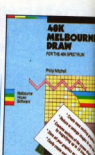
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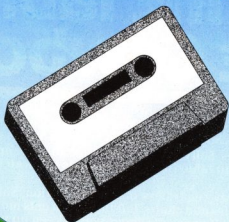


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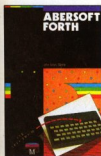
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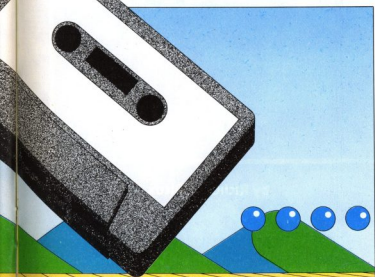


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To save the Universe, you must battle your way through the Castle to find and collect the six stones and use their force against Scarthax to destroy Doomsday Castle, hopefully escaping yourself before the final cataclysmic explosion. The task is not easy (saving the Universe never is!) and it will take you many games to unfold the structure of Doomsday Castle and discover the locations of the ancient stones. The addictive arcade style action will keep you coming back to play but the overall challenge should still keep you occupied for months.



You take on the role of our super hero ZIGGY shown here above in his exploratory capsule in combat with an Urk disguised as a pangalactic gargleblaster (!!!) This is a true representation of the on-screen graphics.

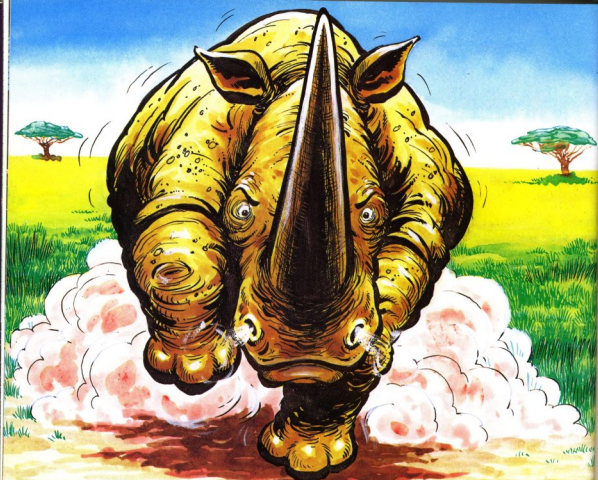
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**For 48K
Spectrum**

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is available at £6.50 from

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Trade Enquiries welcome - telephone 0242-583661.



RUNS ON AN ORIC-1 IN 48K

BY MICHAEL RUSSEL

Can you avoid the giant charging Rhino as it chases you through the forest? Well, if you can't, don't program in this game because you'll soon be in trouble! The object of the game is simple — dodge the Rhino!

You'll find yourself in the forest with a fierce horned animal bearing down on you — how long can you stay out in front? Your only hope of safety is the Missionary's hut — if you can reach it, the Rhino will be beaten — and you'll be ready for the next chase, when more Rhinos will be after you.

The density of the forest can be changed by altering line 10 and the ferocity of the Rhino in line 20. The initial number of Rhinos can be altered by changing line 25.

```

1 HIMEM#97FF
2 FORN=46368T046375:READR:POKEN,R:NEXT
3 DATA0,1,62,20,20,20,20,20,30,12,63,12,12,18,33
4 POKE618,10:PRINTCHR$(12):FORN=1T04:PRINTCHR$(10):NEXT
5 FORN=1T014:PRINTCHR$(9):NEXT
6 PRINT"INSTRUCTIONS?":GETR$:IFR$="Y"THENGOSUB3000
7 POKE555,64
8 REM TYPE IN ALL 'PRINTS' AS '?'
9 POKE1293,96 'ENSURE LINE 0 IS INCLUDED-IF NOT THIS WILL CORRUPT L
   INE 1
10 D=450 'DENSITY OF FOREST
20 R=3 'FEROCITY OF RHINOS
25 R=1 'INITIAL NO. OF RHINOS
  
```

THIS IS SHORTHAND FORM


```

26 REM R<1 THEN RANDOM NO. OF RHINOS
D<1 THEN RANDOM DEN. OF FOREST
27 IFR>10 THEN R=10
28 IFR<1 THEN R=INT(RND(1)*10)+1
29 IF D<1 THEN D=INT(RND(1)*1000)+1
30 PRINT CHR$(12)
35 PAPER4:INK3 /REPLACE THIS WITH:-
PAPER(R+1) AND 7:INK RAND7-IF YOUR T.V.
36 REM CAN STAND IT!
40 FOR N=1 TO 38: PLOT N, 1: 254: PLOT N, 26: 254: NEXT
50 FOR N=1 TO 26: PLOT 1, N: 254: PLOT 38, N: 254: NEXT
60 FOR N=0 TO 0: 0=INT(RND(1)*38)+1: W=INT( RND(1)*26)+1
: PLOT 0, W: 254: NEXT
70 PRINT CHR$(11)"NO. OF RHINOS="R
80 FOR N=3 TO 7: PLOT 23, N, " " : NEXT
90 PLOT 26, 5, "0"
100 X=INT(RND(1)*5)+2: Y=INT(RND(1)*5)+22
110 IF SCRN(X, Y) < 32 THEN 100
120 PLOT X, Y, 164
130 P=R
135 GOTO 150
140 P=P-1: IF P=0 THEN GOSUB 1000 ELSE GOSUB 1500
150 N=1
155 PLOT X, Y, 164
160 X1=0: Y1=0: K$=KEY$
165 IF K$="T" THEN 30
170 IF K$="D" THEN X1=1
180 IF K$="A" THEN Y1=-1
190 IF K$="X" THEN Y1=1
200 IF K$="W" THEN Y1=-1
210 IF K$="E" THEN X1=1: Y1=-1
220 IF K$="C" THEN X1=1: Y1=1
230 IF K$="Z" THEN X1=-1: Y1=1
240 IF K$="Q" THEN Y1=-1: X1=-1
245 IF SCRN(X+X1, Y+Y1)=48 THEN 300
250 IF SCRN(X+X1, Y+Y1) < 32 THEN 270
260 PLOT X, Y, 32: X=X+X1: Y=Y+Y1
261 FOR V=Y-2 TO Y+2: SOUND 1, V, 15: NEXT: SOUND 1, 1, 0
270 N=N+1: IF N<=R THEN 155
275 PLOT X, Y, 164
280 GOTO 140
300 PLOT X, Y, 32: PLOT X+X1, Y+Y1, 64
301 FOR N=0 TO 5: SOUND 1, N, 15: SOUND 1, RND(1)*150, 15: NEXT
305 WAIT 50: SOUND 1, 1, 0
310 R=R+1
320 GOTO 30
1000 R1(P)=(INT(RND(1)*36)+2): R2(P)=(INT(RND(1)*25)+2)
1010 IF SCRN(R1(P), R2(P)) < 32 THEN 1000
1015 PLOT R1(P), R2(P), 35
1016 U=P: GOSUB 1505: CALL #418: RETURN
1500 U=0
1505 T=U
1510 M1=0: M2=0
1520 IF X(R1(T)) THEN M1=-1
1530 IF Y(R1(T)) THEN M1=1
1540 IF X(R2(T)) THEN M2=-1
1550 IF Y(R2(T)) THEN M2=1
1560 IF X(R1(T)+2 AND X(R1(T)-2) THEN GOSUB 2000
1565 IF SCRN(R1(T)+M1, R2(T)+M2) < 32 THEN 1600

```

RHINO





You've read the game... now play the book...

MY SECRET FILE

Program by Phil Nathans

Based on the best-selling Puffin book by John Astrop

A personal database for your darkest thoughts.

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Do you have secrets about your friends and family you wouldn't confide to anyone but yourself?

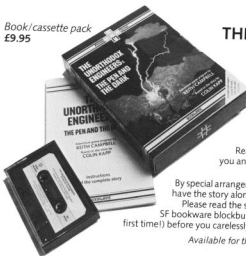
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Book/cassette pack
£9.95



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THE UNORTHODOX ENGINEERS: THE PEN AND THE DARK

Adventure game program by Keith Campbell
Based on the story by Colin Kapp

Colin Kapp created the classic SF stories about the Unorthodox Engineers – and now you can try to solve the mystery of the indestructible pillar of darkness and the riddle of contra-energy in this mind-bending text adventure game.

Reading Colin's story in this pack should help you. But once you and your micro are locked into the problem, not even Colin could get you out.

By special arrangement with an unspecified alien culture, Mosaic will let you have the story along with the program – so at least you're in with a chance.

Please read the story carefully... because we'd like to release our Spring SF bookware blockbuster (Harry Harrison's Stainless Steel Rat on micro for the first time!) before you carelessly unleash contra-energy across the universe. Thank you.

Available for the: Spectrum 48K ISBN 946855 15 3 BBC Micro B ISBN 946855 20 X

Available from good bookshops and computer stores.

Published by Mosaic Publishing Ltd



Marketed by John Wiley & Sons Limited, Baffins Lane, Chichester, Sussex PO19 1UD

BOOKWARE


```

1570 R1(T)=R1(T)+M1:R2(T)=R2(T)+M2
1580 PLOTR1(T)=M1:R2(T)=M2:32:PLOTR1(T),R2(T),35
1600 IFM1+M2<0THENGOSUB2700
1605 T=T+1:IFT<RTHENL510
1610 RETURN
2000 IFY<R2(T)+2ANDY>R2(T)-2THEN2010ELSERETURN
2010 POP:PLOTX,Y,37
2020 FORN=0TO200: SOUND1,N,15:NEXT:PING
2022 WAIT70
2025 SOUND1,1,0
2030 PLOT13,13,"GAME OVER"
2040 PLOT11,14,"ANOTHER GAME?"
2050 PLOT14,15,"(Y OR N)"
2060 A$=KEY$:IFA$="Y"THEN10
2070 IFA$="N"THEN2060
2080 CLEAR:CLS:POKE618,3:END
2700 IFSCRN(R1(T)+M1,R2(T))=32THEN2760
2720 IFSCRN(R1(T),R2(T)+M2)=32THEN2770
2730 RETURN
2760 POP:M2=0:GOTO1560
2770 POP:M1=0:GOTO1560
3000 PRINTCHR$(12):INK3:PAPER0
3010 PRINT"          "CHR$(27)CHR$(4)"J>>>"CHR$(132)
"RHINO"CHR$(131)"<<<"CHR$(4)
3020 PRINT:PRINT:PRINT" THIS IS THE GAME OF RHINO. YOU ARE"
3030 PRINT"A MAN TRAPPED IN THE AFRICAN BUSH."
3032 PRINT"YOU ARE TRYING TO REACH THE SAFETY"
3034 PRINT"OF A HUT. MOVE THROUGH THE TREES ("CHR$(254)")
3036 PRINT"AND TRY TO REACH IT."
3040 PRINT"HOWEVER YOU ARE NOT ALONE!!!"
3050 PRINT:PRINT" IT IS"CHR$(132)"RHINO"CHR$(131)
"COUNTRY AND AS YOU"
3060 PRINT"HEAD FOR THE COVER OF THE HUT(0)IN"
3070 PRINT"THE TOP RIGHT HAND CORNER,RHINO (#)"
3080 PRINT"WILL APPEAR,AND A ZAP WILL SOUND."
3090 PRINT:PRINT" SHOULD YOU REACH THE HUT A NEW"
3100 PRINT"BUSHLAND WILL APPEAR,BUT THIS TIME"
3110 PRINT"THERE WILL BE ANOTHER RHINO!!!"
3120 PRINT:PRINT:PRINT" GOOD LUCK. PRESS ANY KEY TO
CONT. ":GETA:CLS
3121 PRINT
3122 PRINT"SHOULD YOU GET TRAPPED E.G."CHR$(254)
CHR$(254)CHR$(254)
3124 PRINT"PRESS"CHR$(134)"'T'"CHR$(131)"FOR ANOTHER
HAZE "CHR$(254)"$"CHR$(25)"
3125 PRINT"          "CHR$(254)
CHR$(254)CHR$(254):PRINT
3130 PRINT"          "CHR$(130)"KEYS
3140 PRINT"          "CHR$(133)"====
3150 PRINT
3160 PRINT"          Q W E
3170 PRINT"          \ \ /
3180 PRINT"          A="CHR$(129)"$"CHR$(131)"-D
3190 PRINT"          / \ \
3200 PRINT"          Z X C
3210 PRINT:PRINT"          "CHR$(27)"LANY KEY TO BEGIN":GETA$
3220 RETURN

```

RHINO


```

110 LET I=-1
120 LET B=0
500 GO SUB 9500
510 GO TO 9820
1000 GO SUB J
1010 IF INT (RAND*(C)=1 THEN LET
I=I+1: IF I=1 THEN LET I=-1
1020 GO SUB 3100+(100*I)
1030 GO SUB 3500
1040 GO SUB 3500
1500 GO TO 1000
2000 IF INKEY$="5" THEN GO TO 25
30
2010 IF INKEY$="6" THEN GO TO 26
30
2020 IF INKEY$="7" THEN GO TO 27
30
2030 IF INKEY$="8" THEN GO TO 28
30
2040 RETURN
2050 IF IN 31=2 THEN GO TO 2500
2060 IF IN 31=4 THEN GO TO 2600
2070 IF IN 31=6 THEN GO TO 2700
2080 IF IN 31=1 THEN GO TO 2800
2090 RETURN
2100 LET NX=NX-1
2110 IF ATTR (NY,NX)=57 THEN GO
TO 2550
2120 PRINT INK C:AT NY,NX+1;" "
BEEP .05,-8: PRINT AT NY,NX;" "
INK 7:AT NY,NX+1;" "
2130 PRINT INK C:AT NY,NX;" "
2140 RETURN
2150 LET NX=NX+1: RETURN
2160 LET NY=NY+1: RETURN
2170 IF ATTR (NY,NX)=63 THEN GO
TO 2620
2180 IF ATTR (NY,NX)=56 THEN GO
TO 5000
2190 IF ATTR (NY,NX)=57 OR 52 TH
EN GO TO 2650
2200 PRINT
AT NY,NX;" "
INK C:AT NY-1,NX;" "
INK C:AT NY-1,NX;" "
BEEP .05,-8: PRINT
AT NY,NX;" "
BEEP .1,-8: PRINT INK 7:AT N
Y,NX;" "
2210 RETURN
2220 INK C:AT NY,NX;" "
2230 LET NY=NY-1: RETURN
2240 LET NY=NY-1
2250 IF ATTR (NY,NX)=187 THEN GO
SUB 5000
2260 IF ATTR (NY,NX)=57 THEN GO
TO 2750
2270 PRINT INK C:AT NY,NX;" "
AT NY+1,NX;" "
BEEP .05,-8: PRINT
AT NY,NX;" "
BEEP .1,-8: PRINT INK 7:AT NY+1,NX
" "
INK C:AT NY,NX;" "
2280 RETURN
2290 LET NY=NY+1: RETURN
2300 LET NX=NX+1
2310 IF ATTR (NY,NX)=57 THEN GO
TO 2850
2320 PRINT INK C:AT NY,NX-1;" "
BEEP .05,-8: PRINT INK 7:AT NY,
NX-1;" "
INK C:AT NY,NX;" "
BEEP .05,-8: PRINT INK C:AT NY,NX
2330 RETURN
2340 LET NX=NX-1: RETURN
2350 LET NX=NX-1
2360 INK 2: PLOT (X*(16/INT (RAND*131))+27
19: BEEP .07,30: INK 7: PLOT NX,
32: DRAW 0,119
2370 IF NX<INT (HX/8) THEN RETU
RN
2380 IF NY<3 OR NY>17 THEN RETU
RN
2390 LET B=B+1
2400 IF B=3 THEN GO TO 4700
2410 GO TO 3225
2420 FOR X=1 TO 10: NEXT X
2430 RETURN
2440 LET HY=2*INT (RAND*7)+3
2450 PRINT INK 4:AT HY,2: BEEP .0
7,20: PRINT INK 7:AT HY,2: BEEP .0
7,20
2460 IF HY<NY THEN RETURN
2470 LET B=B+1
2480 IF B=3 THEN GO TO 4700
2490 FOR X=1 TO 6: BEEP .05,7*X:
PRINT INK X:AT NY,NX;" "
AT NY,
NX;" "
AT NY,NX;" "
AT NY,NX;" "
NEXT X
2500 PRINT AT NY,NX;" "
2510 GO TO 4000
2520 PRINT INK 7:AT 2,9X;" "
2530 PRINT INK 7:AT 2,9X;" "
2540 READ 9: PRINT INK 2:AT 2,9;

```

MISSION IMPOSSIBLE

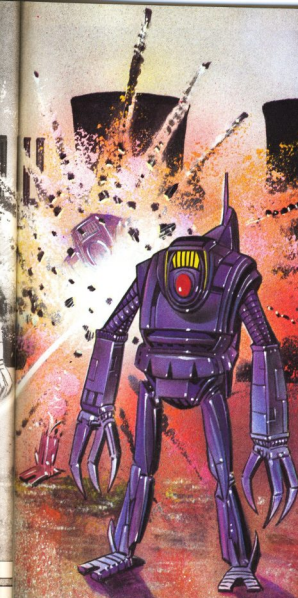
BY DAVID HEALEY

RUNS ON A SPECTRUM IN 48K

```

3515 LET GX=9
3520 IF NX=9 AND NY=2 THEN GO TO
3530
3540 IF G=2 THEN RESTORE 9990
3550 RETURN
3560 LET B=B+1
3570 IF B=3 THEN GO TO 4700
3580 FOR X=1 TO 6: INK X: PRINT
AT NY,NX;" "
BEEP .03,6*X: PRIN
T AT NY,NX;" "
BEEP .03,(6*X)-1
0: PRINT AT NY,NX;" "
BEEP .03,
(6*X)-20: PRINT AT NY,NX;" "
BEEP .03,
(6*X)-30
3610 GO TO 3225
4000 PAUSE 100
4010 INK 7: PAPER 0: BRIGHT 1: C
L 5
4020 PRINT "OPERATIVE DECEASED:"
BEEP 10: PRINT
4030 PRINT "All life functions z
ero": BEEP .1,0: PRINT: PRINT
4040 PRINT "STATUS REPORT:" BEE
P .1,0: PRINT
4050 PRINT "Fuel rods recovered:
";FS

```

Together power stations and men don't mix. There is always the danger of exposure to radiation or human error that can cause catastrophic results. There is also the danger of sabotage or terrorist action.

The solution to all these problems was the Mains Green Automated Nuclear Power Station. It is run by robots and a laser defence system keeps out unwanted visitors. It all worked perfectly... until now!

There has been a malfunction and the defence mechanisms are preventing anyone getting in to solve the problem! Your job is to save the power station by collecting the fuel rods and storing them in lead-lined containers.

The rods are at the top of the screen and can be recognised by the flashing radiation warning indicators attached to them. You have to collect the rods, one at a time, and transport them to the base of the screen where you'll find a corridor full of lead-lined containers.

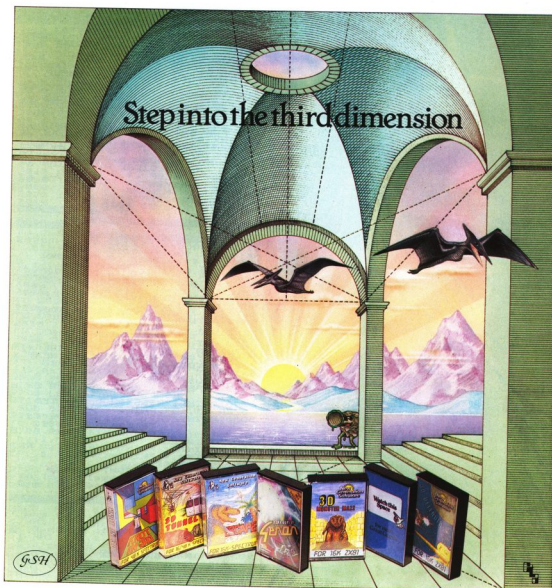
But all the time the laser defence system will be attempting to whist you!

You can play the game using the keyboard or Kempston joystick. Further instructions are included in the program.

```

4060 PRINT "Mission success:
";INT (rs/14*100);"%"; BEEP
PRINT
1:0: PRINT : PRINT : PRINT : P
PRINT
4070 PRINT "Press:"; PRINT : PRI
NT "1: For mission instructions.
"; PRINT "2: To start."; BEEP .1
3
4080 IF INKEY$="1" THEN GO TO 92
00
4090 IF INKEY$="2" THEN GO TO 92
00
4100 GO TO 4080
4100 FOR q=1 TO 10: PRINT AT ny,
q; INK 5;" "; INK 2;AT ny,nx;"
"; BEEP .02;q: NEXT q:
4105 PRINT INK 7: PAPER 0;AT 0:2
0:ERATIVE INJURED, PRESS 'X'";A
7:21:0;"FOR MEDICAL ATTENTION &
RE-START"; BEEP .1;0
4110 IF INKEY$="X" THEN GO TO 47
40
4120 GO TO 4710
4130 CLS : GO TO 9010
4140 PRINT INK 1;AT 0,0;"
4145 PRINT INK 1;AT 21,0;"
4150
4150 BORDER 0: PRINT AT ny,nx; I
NK c;" "; GO TO 1000
5000 IF c<=3 THEN GO TO 5100
5010 LET c=0: LET rs=0:
5020 FOR x=-40 TO 40 STEP 10
5030 PRINT INK 2;AT ny,nx;"0"
5040 LET ny=ny-1
5050 PRINT INK c;AT ny,nx;" "
5060 LET rs=rs+1
5070 IF rs=14 THEN GO TO 6000
5080 RETURN
5100 LET ny=ny-1: RETURN
5200 IF c=3 THEN GO TO 5300
5210 LET c=0
5220 FOR x=1 TO 7: PRINT INK x;A
T ny,nx;"0"; BEEP .5;8x: NEXT x
5230 RETURN
5300 LET ny=ny+1: RETURN
5000 PAUSE 100
5010 PAPER 7: INK 1: BORDER 2: B
RIGHT 1: CLS
5020 PRINT "MISSION COMPLETED:";
BEEP .1;0: PRINT
5030 PRINT "All rods recovered.
Station now safe.
Congratulations."; B
EEP .1;10
5040 PRINT : PRINT : PRINT : PRI
NT : PRINT : PRINT : PRINT
5050 GO TO 4070
5060 PAPER 7: BRIGHT 0: CLS
5005 LET c=0: LET ny=10: LET nx=
15: LET rs=0: LET gx=4: LET m=0:
LET rc=17
5010 PRINT INK 1;"
5020 PRINT INK 1;" "; FOR x=2 T
O 28 STEP 2: PRINT AT 1,x; INK 3
;"FLASH 1";0; INK 1;FLASH 0;"
";NEXT x: PRINT AT 1,30; INK 1;"
5030 PRINT INK 1;" "; INK 7;"
1;"
5035 FOR y=3 TO 15 STEP 2: PRINT
AT y,0; INK 1;" "; INK 7;"
1;"
5040 PRINT AT y+1,0; INK 1;"
";FOR x=3 TO 25 STEP 2: PRINT
AT y+1,x; INK 7;"STEP 2: PRINT
";NEXT x: PRINT INK 7;"1;"
5040 PRINT INK 1;" "; INK 7;"
1;"
5045 PRINT INK 1;" "; INK 7;"
1;"
5050 PRINT INK 1;" "; INK 7;"
1;"
5055 PRINT INK 1;" "; FOR x=2 T
O 28 STEP 2: PRINT AT 20,x; INK
0;"0"; INK 1;" ";NEXT x: PRINT
AT 20,30; INK 1;"
5060 PRINT INK 1;"
5070 PRINT INK c;AT ny,nx;" "
5080 GO TO 1000
5199 STOP
5200 CLS
5205 INK 5: PAPER 0: BORDER 0:
CLS

```

Take a giant step closer to reality with New Generation Software. The 3D Graphics of New Generation programs bring the screen alive and makes other games look as flat as snakes and ladders.

Spectrum owners will find that seeing is believing when they open the door on 'THE CORRIDORS OF GENON', the latest creation from New Generation. You will be saving the Universe from the evil that now controls all things. But beware – the sound of footsteps approaching could be Bogul!

Hurtle into a void leaving a trail for your unseen pursuers in 'KNOT IN 3D'. Weave your way through up to five trails but be careful, you could get knotted! Or travel through the depths of a moving tunnel full of bats, rats, spiders and toads in '3D TUNNEL', with a special surprise in the 48K version.

Stamina is the vital ingredient of 'ESCAPE', as you'll be venturing into the maze pursued by walking and flying dinosaurs.

ZX81 owners must be prepared for the

shock of coming face to face with the T Rex that leaps out from '3D MONSTER MAZE'. '3D DEFENDER' takes you out of this world and plunges you into space in a fast moving game to defend your home planet against alien spacecraft in a blitz of explosions, plasma blasts and photon beams.

All these exciting 3D games have been designed by Malcolm Evans, the 3D expert. They'll have you leaping out of your seat because you don't just play New Generation games, you live them.

Corridors of Genon for 48K Spectrum £5.95
'It is a superb program, and a well conceived plot. Brilliant!' Value for money 100%: Home Computing Weekly
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commodore 64 games cassettes

SUPER SKRAMBLE!

Personal Computer News (15-21 Sept '83) gave **SUPER SKRAMBLE!** an overall rating of **NINETEEN OUT OF TWENTY** and described it as: "Well implemented with beautifully smooth scrolling and very nice graphics."



SUPER GRIDDER

"... a compelling piece of frivolity that could give hours of fun." was the verdict of Personal Computer News (22-28 Sept '83).



SUPER SKRAMBLE!

"An excellent game" said Computer & Video Games magazine (Sept '83).

STELLAR DODGER

A game of skill and anticipation in which you must dodge your way through asteroids to complete your mission.

NEW



TERMINAL



NEW

SUPER DOGFIGHT

The first **64** games cassette to have **SIMULTANEOUS TWO-PLAYER ACTION** - realistic sound effects too.

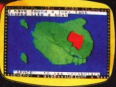
HUNTER

A fast action game in which your pursuers gain in speed and intelligence as you master each successive screen.

Sinclair Spectrum 48k

VAMPIRE VILLAGE and SPACE ISLAND

are **REAL-TIME** graphic adventures and every game is different from the one before.



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```

9210 PRINT "LOCATION:": BEEP .5,1
9215 PRINT
9220 PRINT "A FULLY AUTOMATED NU
CLEAR POWER STATION PATROLLED BY
GUARDIAN ROBOTS AND PROTECTED BY
A LASER DEFENCE MECHANISM.":
BEEP .5,10
9225 PAUSE 800
9230 CLS
9235 PRINT "PROBLEM:": BEEP .5,1
9240 PRINT
9245 PRINT "FUEL ROD HANDLING HA
LFUNCTION.
ALL RODS EXPOSED.
TIME TO CRITICAL RAD
RUNAWAY CONDITION: U
NKNOWN": BEEP .5,10
9250 PAUSE 800
9255 CLS
9260 PRINT "MISSION:": BEEP .5,1
9265 PRINT
9270 PRINT "YOUR MISSION SHOULD
YOU DECIDE TO TAKE IT IS TO ENT
ER THE POWERSTATION AND MOVE THE
FUEL RODS INTO PROTECTIVE LEAD
CONTAINERS": BEEP .5,10
9275 PAUSE 800
9280 CLS
9285 INK 5
9290 PRINT "TOP SECRET": BEEP .5
10
9295 PRINT
9300 PRINT "BRIEF:": BEEP .5,10
9305 PRINT
9310 PRINT "1: The fuel rods are
located at the top of the scree
n and can be recognised easily as
they have flashing radiation w
arnings": BEEP .5,10
9315 PRINT
9320 PRINT "2: The lead containe
rs are situated in a corrid
or at the base of the screen."
BEEP .5,10
9325 PRINT
9330 PRINT "3: You must transpor
t the rods to these containers
avoiding the laser line and guard
ian robot.": BEEP .5,10
9340 PRINT "PRINT"
9345 PRINT "Press X to select co
rdinate"
9350 IF INKEY$="X" THEN GO TO 93
50
9355 GO TO 9360
9360 CLS: INK 7
9365 PRINT "CONTROL SELECTION:"
9370 PRINT
9375 PRINT "CURSOR KEYS (Press C
): PRINT: PRINT "KEMPSTON J/ST
ICK (Press J)": BEEP .5,10
9380 IF INKEY$="C" THEN GO TO 94
30
9385 IF INKEY$="J" THEN GO TO 94
20
9390 GO TO 9380
9400 LET J=2000
9410 GO TO 9400
9420 LET J=2050
9430 GO TO 9400
9499 STOP
9500 FOR n=0 TO 168
9505 READ a
9510 POKE USR "a"+n,a
9515 NEXT n
9550 RETURN
9700 DATA 0,BIN 00001000,BIN 000
11100,BIN 00101010,BIN 00001000,
BIN 00010100,BIN 00010100,BIN 00
101000
9705 DATA 0,0,0,0,0,0,0,BIN 0000
1000
9710 DATA BIN 00011100,BIN 00101
100,BIN 00010000,BIN 00010100,BI
N 00011000,BIN 00010000,0,0
9715 DATA 0,0,0,0,BIN 00001000,B
IN 00011100,BIN 00010100,BIN 00
1000
9720 DATA BIN 00010100,BIN 00010
100,BIN 00000100,0,0,0,0
9725 DATA 0,BIN 00000010,BIN 000
00010,BIN 00000110,BIN 00000011,
BIN 00000010,BIN 00000101,BIN 00
000010
9730 DATA 0,BIN 01000000,BIN 010
00000,BIN 01100000,BIN 11000000,

```

```

BIN 01000000,BIN 10100000,BIN 00
100000
9735 DATA 0,0,0,0,BIN 10101010,BIN
01010101,0,0,0
9740 DATA BIN 00111100,BIN 00111
100,BIN 11111111,BIN 11111111,BI
N 11111111,BIN 11111111,BIN 0011
1100,BIN 00111100
9745 DATA BIN 01111110,BIN 110000
011,BIN 10100101,BIN 10011001,BI
N 10011001,BIN 10100101,BIN 1100
0011,BIN 01111110
9750 DATA BIN 00000000,BIN 000000
000,BIN 00000000,BIN 00010000,BI
N 00011000,BIN 00000000,BIN 0000
0000,BIN 00000000
9755 DATA BIN 00000000,BIN 000000
000,BIN 00111100,BIN 00100100,BI
N 00100100,BIN 00111100,BIN 0000
0000,BIN 00000000
9760 DATA BIN 00000000,BIN 01111
110,BIN 01000010,BIN 01000010,BI
N 01000010,BIN 01000010,BIN 0111
110,BIN 00000000
9765 DATA BIN 11111111,BIN 100000
001,BIN 10000000,BIN 10000001,BI
N 10000001,BIN 10000001,BIN 1000
0001,BIN 11111111
9770 DATA BIN 11100000,BIN 11010
000,BIN 01000000,BIN 11100000,BI
N 10100000,BIN 00100000,0,0
9775 DATA 0,BIN 00010000,BIN 001
11100,BIN 01111110,BIN 01111110,
BIN 00111100,BIN 00010000,0
9780 DATA 0,BIN 01100000,BIN 011
01000,BIN 01111110,BIN 01101000,
BIN 01100000,0,0
9785 DATA 0,BIN 00000110,BIN 000
10110,BIN 01111110,BIN 00010110,
BIN 00000110,0
9790 DATA 0,BIN 00010000,BIN 000
10000,BIN 00111000,BIN 00010000,
BIN 01111100,BIN 01111100,0
9795 DATA BIN 10100101,BIN 11111
111,BIN 10011001,BIN 01010101,BI
N 01111110,BIN 00100100,BIN 0001
1000,0
9800 DATA BIN 01111110,BIN 11111
111,BIN 11111111,BIN 11111111,BI
N 11111111,BIN 11111111,BIN 1111
1111,BIN 01111110
9805 DATA 0: BORDER 0: CLS
9810 LET J=0
9820 FOR Y=1 TO 4: INK Y
9830 LET J=Y+1: IF J=30 THEN GO
TO 9200
9835 BEEP .5,-25
9845 PRINT "NT 0"
9850 PRINT "
9855 PRINT "
9860 PRINT "
9865 PRINT "
9870 PRINT "
9880 PRINT "
9890 PRINT "
9900 PRINT "
9905 PRINT "
9910 PRINT "
9915 PRINT "
9920 PRINT "
9925 PRINT "
9930 PRINT "
9935 PRINT "
9940 PRINT "
9945 PRINT "
9950 PRINT "
9955 PRINT "
9960 PRINT "
9965 PRINT " A SYNACROOP SOFTWARE
PRODUCTION"
9970 PRINT
9975 NEXT Y: GO TO 9825
9980 GO TO 9200
9990 DATA 3,4,3,4,3,4,5,6,7,8,9,
10,11,12
1,13,14,15,16,17,18,19,20,21,22,
23,14,15,16,17,18,19,20,21,22,23
4,13,12,13,14,13,12,13,14,15,16,
17,18,17,16,17,18,19,20,21,22,23
24,25,26,27,28,29,24,25,26,27,28,2
9,26,25,26,27,28,29

```



```

0 PRINT "J"
1 PRINT "WELCOME TO PLANET QWARK BY IAN HUGHES"
2 PRINT " "
3 GOSUB 9030
5 POKE 54296,0:POKE 53281,2:POKE 54276,0
6 RESTORE CLR
10 PRINT "J"
20 PRINT "WELCOME TO PLANET QWARK BY IAN HUGHES"
21 PRINT " "
30 V=53248
31 POKE V+16,0
35 POKE V+21,1
40 POKE 2040,13
45 FOR N=0 TO 62:READ O:POKE 832+N,0:NEXT N
50 DATA 0,255,0,1,219,128,3,219,192,7,231,224,15,25,240
55 DATA 123,0,222,79,0,242,75,0,210,71,255,226,226,126,71,161,90,133
60 DATA 160,231,5,1,231,128,1,60,128,2,24,64,4,60,32,8,126,16
65 DATA 112,255,14,241,255,143,240,0,15,96,0,6
70 POKE V+23,1:POKE V+29,1
80 POKE V,130:POKE V+1,75
81 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
90 PRINT "F1=MAIN ENGINES 'F3'=1/2 ENGINES"
100 PRINT "Z'=LEFT 'X'=RIGHT"
101 PRINT "DO NOT HIT ANY GREEN WALLS"
102 PRINT "LANDING PADS '####'"
103 PRINT
104 PRINT "REMEMBER---THE HARDER THE LOCATION AND"
105 PRINT "SOFTER THE LANDING,THE MORE THE POINTS"
110 PRINT "PRESS ANY KEY TO START"
120 GETAF:IF AF="" THEN 120
125 POKE V+21,0
135 POKE V+23,1:POKE V+29,1
140 PRINT "J"
150 FOR V=1 TO 2:PRINT:NEXT V
155 PRINT "SPC(16)"
159 PRINT "SPC(16)"/"
160 PRINT "SPC(11)"/"SPC(4)"/"SPC(5)"/"
170 PRINT "SPC(9)"/"SPC(4)"/"SPC(5)"/"
180 PRINT "SPC(8)"/"SPC(4)"/"SPC(5)"/"
190 PRINT "SPC(7)"/"SPC(5)"/"SPC(5)"/"
200 PRINT "SPC(5)"/"SPC(12)"/"SPC(5)"/"
210 PRINT "SPC(4)"/"SPC(13)"/"SPC(5)"/"
220 PRINT "SPC(4)"/"SPC(13)"/"SPC(5)"/"
230 PRINT "SPC(4)"/"SPC(8)"/"SPC(5)"/"
240 PRINT "SPC(4)"/"SPC(8)"/"SPC(10)"/"
250 PRINT "SPC(5)"/"SPC(8)"/"SPC(10)"/"
260 PRINT "SPC(6)"/"SPC(7)"/"SPC(10)"/"
270 PRINT "SPC(5)"/"SPC(7)"/"SPC(9)"/"
280 PRINT "SPC(6)"/"SPC(7)"/"SPC(4)"/"
290 PRINT "SPC(6)"/"SPC(7)"/"SPC(4)"/"
300 PRINT "SPC(6)"/"SPC(7)"/"SPC(4)"/"
310 PRINT "SPC(7)"/"SPC(20)"/"
320 PRINT " "
321 PRINT:PRINT
330 F=700:GR=0
340 X1=24:Y1=58:POKE V,X1:POKE V+1,Y1
350 POKE V+23,0:POKE V+29,0
360 POKE V+21,1
361 GOSUB 370:GOTO 361
370 IF Y1<58 AND PEEK(V+31)=1 THEN 431
371 IF Y1<2 THEN 431
372 IF Y1<2 THEN 431

```

Illustration: Terry Rogers



QWARRK

You are on a secret mission to a remote planet for the Intergalactic Federation, picking up strange cargoes from robot-controlled bases. Santa has been dropping off unwanted Christmas presents in this sector of the universe — and the Federation boss has told you he wants them back! Santa has chosen some really awkward spots to drop off the gifts — so you'll have to brave the dangers of the planet in order to complete your task. There are few landing sites, gravity is extremely strong — and you are running low on fuel. Something Santa never had to bother about! You'll score more points for a landing in a really difficult spot — so experienced pilots will score well. Full instructions are involved in the program. Happy landings!

```
380 POKE54276,0
390 IFPEEK(197)=4THENG=GR-.5:F=F-12:GOSUB9000
400 IFPEEK(197)=5THENG=GR-.25:F=F-7:GOSUB9000
410 IFPEEK(197)=12THENX1=X1-3:F=F-1
420 IFPEEK(197)=23THENX1=X1+3:F=F-1
421 LETAR=GR+.1
425 LETV1=V1+GR
426 IFX1>255THENGOSUB5000
427 IFX1<0THENGOSUB5030
428 IFV1<4THEN431
430 POKEV,X1:POKEV+1,V1:GOTO 440
431 IFX1=87ANDV1=202THENP=25:GOTO7000
432 IFX1=192ANDV1=98THENP=10:GOTO7000
433 IFX1=192ANDV1=206THENP=40:GOTO7000
434 IFX1=444ANDV1=200ANDPEEK(V+16)=1THEN
P=15:GOTO7000
435 GOTO 8000
440 PRINT"7:FUEL:      "
450 RETURN

4445 IFPEEK(V+27)=1THENG000
5000 LETX1=X1-255
5010 POKEV+16,1
5011 RETURN
5030 IFX<0THENX=X+255:POKEV+16,0:RETURN
7000 PRINT"7":POKEV+21,0
```

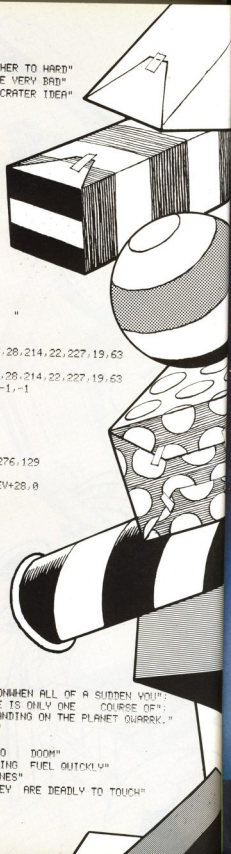
BY IAN HUGHES

RUNS ON A COMMODORE 64


```

7001 IFGR>1THENPOKE54296,0
7010 IFGR>1THENPRINT"■YOU LANDED BUT YOU HIT RATHER TO HARD"
7020 IFGR>1THENPRINT"SO SORRY BUT YOUR WOUNDS ARE VERY BAD"
7030 IFGR>1THENPRINT"MIND YOU I LIKE THE 5 MILE CRATER IDEA"
7041 IFGR>1THENGOTO8102
7042 PRINT"■WELL DONE YOU LANDED SAFELY"
7043 IFGR<=0THENRG=10
7044 IFGR<=.2ANDGR>0THENRG=9
7045 IFGR>=.3THENRG=7
7046 IFGR>=.7THENRG=3
7047 IFGR>=.8THENRG=1
7049 P=PGR+P+(RND(0)*5)+1:P=P%
7050 POKE54296,15
7051 POKE54277,9:POKE54276,33
7059 FOR=1TO30:NEXT
7065 READHF
7066 READLF
7077 IFL=-1THENPOKE54273,0:POKE54272,0:GOTO7081
7078 POKE54273,HF:POKE54272,LF
7080 POKE 54276,0:GOTO7051
7081 FORC=1TO10
7083 PRINT"
7085 PRINT"■A GOOD LANDING ■POINTS:";P;"
7087 FORV=1TO100:NEXTV:NEXTC:GOTO8102
7100 DATA22,227,25,177,28,214,22,227,19,63,22,227,28,214,22,227,19,63
7111 DATA22,227,28,214,38,126,38,126,36,85,34,75
7112 DATA22,227,25,177,28,214,22,227,19,63,22,227,28,214,22,227,19,63
7113 DATA22,227,28,214,38,126,38,126,36,85,34,75,-1,-1
8000 POKE54296,15
8050 FORVV=1TO2
8051 FORV=1TO20
8065 POKE53281,0:POKE53281,1:POKE53281,0
8069 NEXTV
8070 POKE54296,15:POKE54277,17:POKE54272,1:POKE54276,129
8072 POKE54273,(3*RND(0))+5
8082 POKEV+28,1:FORX=1TO300:POKE54278,32:NEXT:POKEV+28,0
8083 NEXTVV
8085 POKEV+21,0
8086 POKE54276,0:POKE54277,0
8087 POKE53281,2
8102 PRINT
8103 PRINT"ANOTHER GAME Y OR N"
8104 POKE198,0
8110 INPUTA$
8120 FOR C=1TO LEN(A$):IFMID$(A$,C)="Y"THENRUN
8121 NEXTC
8130 PRINT"BYE THEN":END
9000 IFPEEK(197)=4THEND=15
9001 IFPEEK(197)=5THEND=10
9006 POKE54296,D:POKE54277,9:POKE54276,128
9007 POKE54276,129:POKE54273,6:POKE54272,10
9015 RETURN
9030 PRINT"■ YOU ARE ON A MISSION FOR THE FEDERATION■WHEN ALL OF A SUDDEN YOU":
9040 PRINT"■ DETECT A FAULT ON BOARD YOUR SHIP.THERE IS ONLY ONE COURSE OF":
9050 PRINT"■ ACTION, YOU MUST ATTEMPT A FORCED LANDING ON THE PLANET GUARRK."
9060 PRINT"■FOR YOU THERE ARE SEVERAL DIFFICULTIES:"
9070 PRINT"■1.■THERE ARE ONLY A FEW LANDING SITES"
9080 PRINT"■2.■THE GRAVITY IS STRONG,PULLING YOU TO DOOM"
9090 PRINT"■3.■YOUR ENGINES ARE SPLUTTERING AND USING FUEL QUICKLY"
9100 PRINT"■4.■YOU MUST LAND GENTLY USING 1/2 ENGINES"
9110 PRINT"■5.■THE WALLS ARE MADE OF ANTI-MATTER,THEY ARE DEADLY TO TOUCH"
9111 INPUT"■PRESS RETURN KEY":A$:RETURN

```



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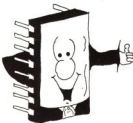
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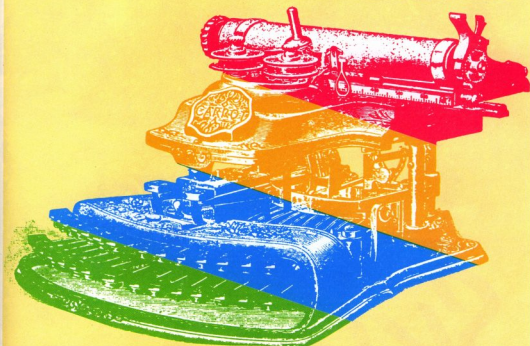
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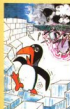
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SKIER

BY MARK VASEY

RUNS ON A

VIC-20 IN 3.5k

```

1 PRINT"Q"
2 PRINT"*****SKIER*****"
3 PRINT"* BY MARK VASEY*"
4 PRINT"*****"
5 PRINT"Z=LEFT":PRINT"C=RIGHT"
7 PRINT"PLEASE WAIT"
10 POKE51,255:POKE52,27:POKE55,255:POKE
   56,27
20 FORI=0TO511
30 POKE7168+I,PEEK(32768+I):NEXT
35 FORI=0TO46:READA
40 POKE7168+I+(N*8),A:NEXT
50 POKE36869,255
60 DATA24,60,90,153,60,90,153,24
70 DATA0,0,2,1,1,29,17,209
80 DATA24,24,30,26,18,16,25,254
90 DATA24,24,120,88,72,8,152,127
100 DATA24,153,219,189,153,24,90,231
110 DATA0,16,56,145,124,16,108,0
120 POKE36879,25:POKE36878,15
  
```

```

130 Z=7756:T=7:C=38476:W=36877:O=36876:
   D=36878:H=0
131 PRINT"*****INSTRUCTIONS":PRINT"SKI
   DOWN SLOPE AVOIDING:-"
132 PRINT"NO SPECTATORS"
133 PRINT"NO DEAD SKIERS"
134 PRINT"NO TREES":PRINT"COMMIT ALSO
   TURNS DARK AT 200 AND 300METRES"
135 GETA:IFA=C:""THEN137
136 GOTO135
137 PRINT"Q":FORR=135TO241:POKE0,R:NEXT
   POKE0,0
138 FORI=0TO0
139 SC=SC+1:IFSC=22THENPRINT"*****
   *****"
140 T=T+44 GO
141 POKEW,241
142 IFSC=200THENPOKE36879,8
143 IFSC=500THENPOKE36879,8
144 IFSC=670THENPOKE36879,25
150 IFT=0THENI=1
160 IFT=8THENI=7
  
```




Whoooooosh! Hi there. This ski-ing lark is good fun isn't it! Now, thanks to Mark Vasey, you won't even have to get out of your armchair to enjoy the thrills and spills of this most popular winter sport. All you have to do is ski down the mountainside avoiding fallen skiers, trees and spectators who have gathered at the edge of the track to laugh at you when you fall over.

After 200 metres down the slope night will fall and you'll have to use all your skills to stay upright! The same thing happens once you've managed to ski 670 metres down the slope. At the end of each game the distance you've manage to travel and your high score will be displayed. Full instructions are included in the program.

PROGRAM NOTES:

10-20: characters. 130-135: instructions. 137-160: ground movement. 200-230: man movement. 310-335: checks for collisions. 340-396: end routine.

```

170 PRINTTAB(T) "#####E"
180 POKEZ=X-22:32:POKEZ=X:32
200 IFEEEK(197)=33THENN=X-1:POKEZ=X:3
  V=1:POKEZ=15
210 IFEEEK(197)=34THENN=X+1:POKEZ=X:2
  V=1:POKEZ=15
211 GOTO310
220 POKEZ=X:4:POKEZ=8
230 POKEZ=X:6
235 FORP=1TO10 NEXTP
240 N=INT(RND(1)*22)+1
241 V=INT(RND(1)*2)+1
242 POKE38905=N:6-V
243 POKE8185=N:V-1
244 NEXTU
250 F=INT(RND(1)*3)+1
260 IFF=1THENN=1
270 IFF=2THENN=-1
280 IFF=3THENN=0
290 O=INT(RND(1)*7)+1
300 GOTO138
310 IFEEEK(74+22)=0THEN340

```

```

320 IFEEEK(Z+X+22)=5THEN350
330 IFEEEK(74+22)=1THEN360
335 IFV=1THENV=0:GOTO330
336 GOTO320
340 PRINT"#####YOU RAN IN TO A TREE!"
  :GOTO370
350 PRINT"#####YOU RAN IN TO A
  SPECTATOR!":GOTO370
360 PRINT"#####YOU RAN IN TO
  A DEAD MAN!"
365 POKE36879:25
370 IFSO=1THENN=1:SC
371 PRINT"#####YOU TRAVELLED ";SC:
  PRINT"METRES"
372 T=T-X:R=0
375 POKEV:6:FORP=241TO135STEP-1:POKEO:P:
  NEXT:POKEO:8
376 PRINT"#####HIGH DISTANCE":HI
380 PRINT"#####ANOTHER GO? (Y/N)"
390 GETA*:IFR="Y"THENSC=0:PRINT":":
  GOTO138
395 IFR="N"THENPRINT"#####":END
396 GOTO390

```


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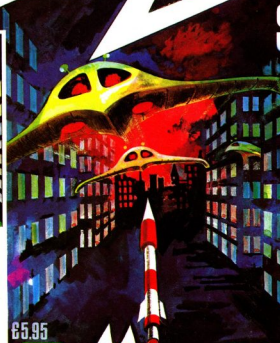


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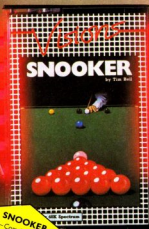
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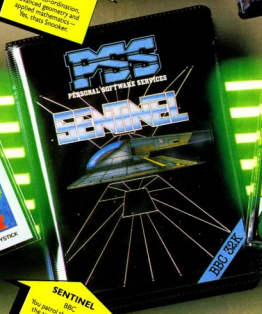
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ALIEN ATTACK

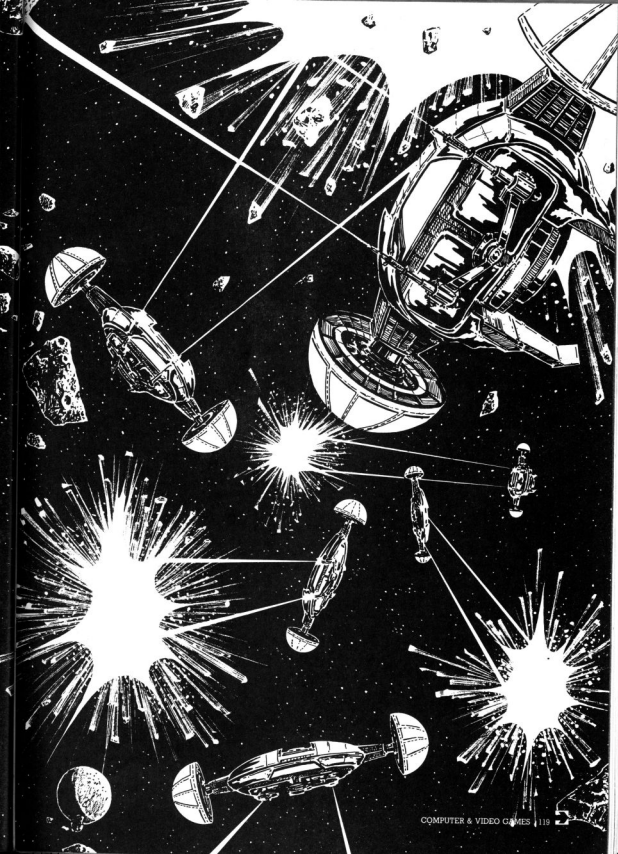
Earth is under attack! Not again, I hear you groan. Well it is, and it's up to you to stop moaning and get out there and fight those irritating aliens who keep causing so much trouble around the galaxy. Your city is defended by three laser bases — these are activated by pressing the "1", "2" and "3" keys. To kill the invaders, you must position your sight on target and fire away in a similar fashion to that arcade favourite, Missile Command. Your city is also protected by a force-field — which is gradually worn down by alien fire. If they manage to get through the force field and reach the city then you'll be destroyed!

A new force field is generated after every third wave of alien attackers has been destroyed. Also after every third wave, the speed and numbers of aliens increase — but you do get bonus points for every three waves you manage to wipe out. Full instructions are included in the program.

RUNS ON A DRAGON 32

BY IAN MATHER

```
1 REM***ALIEN***ATTACK***
2 REM**BY**IAN**MATHER**
5 GOSUB7000
10 DIMA(2,2),B(2,2):PLAY"255V31":HS=199:REM**BY**ME**
20 PHODE3,1:SCREEN1,0:COLOR4,3:PCLS
30 LINE(0,179)-(255,192),PSET,BF
40 FORN=30TO226STEP98
50 DRAW"BM"+STR$(N)+",163M+8,+9L16M+8,-9":PRINT(N,172),4,4:NEXT
60 DRAW"C2BM0,163R255"
70 FORN=0TO255STEP6:PRESET(N,169):NEXT
80 DRAW"BM10,188R4U2L4U2R4BR4NR4D4R4BR4U4R4D4NL4BR4U4R4D1M-2,+1M+2,+1D1BR4NR4U2N
R2U2R4;C1BM100,188U4D2R4D4BR4NR4D4R4R4L2U4L2R4C2;BM100,188R4U2L4U2R4BD4BR4U4D2R4U2D
4BR4R4L2U4L2R4D4BR4NR4U2NR2U2R4BD4BR4NR4U4R4R4M+2,+1D2M-2,+1
90 A$(0)="R4U4L4D4R4":A$(1)="BR4U4D4BR2":A$(2)="NR4U2R4U2L4BM+4,+4":A$(3)="R4U2N
L2U2L4BM+4,+4":A$(4)="BR4U2NU2L4U2BM+4,+4":A$(5)="R4U2L4U2R4BD4":A$(6)="R4U2L4D1
U2R4BD4":A$(7)="BR4U4L4BM+4,+4":A$(8)="R4U4L4D3U1R4D2":A$(9)="R4U4L4D2R4D2"
55 GOSUB6010
100 DRAW"C1BM0,7M+2,-1U6R2D6NM+2,+1U1R2U4L6D4":PSET(2,2,3):PSET(4,2,3):SC=0:B=1
110 GET(X,0)-(7,7),A
120 DRAW"C2BM0,8R2D7R2U2D3R2L6D1R6
130 GET(X,0)-(7,16),B
140 LINE(0,0)-(20,20),PRESET,BF
145 POKE5494,0:X=16:Y=10:ME=4:RR=9:W=0
150 IFB>5THENB=5
153 C(1)=B#2:C(2)=B#2:C(3)=B#2:IFME>9THENME=9
154 COLOR4,3:LINE(232,188)-(240,180),PSET,BF:COLOR2,3
156 DRAW"BM232,180"+A$(ME)
160 FORT=1TO3:COLOR4,3:LINE((T-1)*98+26,178)-(T-1)*98+32,174),PSET,BF:COLOR2,3:
DRAW"BM"+STR$(T-1)*98+26,178)
170 FORN=1TO100:PSET(RND(256),RND(160),2):NEXT
180 FORT=1TO5:LT=(RND(12)+10)/10:MKT=(RND(3)):DKT=(LT):FCT=(0):NEXT
190 PUT(X#8,Y#8)-(X#8+7,Y#8+7),B
200 FORT=1TORR:IFPEEK(341)=223ANDY<0THENY=Y-1:GOSUB1000:LINE(X#8,(Y+1)*8)-(X#8+7,
(Y+1)*8+8),PRESET,BF
```


```

220 IFPEEK(342)=223ANDY<20THENY=Y+1:GOSUB1000:LINE(X#8,(Y-1)*8)-(X#8+7,(Y-1)*8+7),PSET,BF
240 IFPEEK(343)=223ANDX<8THENX=X-1:GOSUB1000:LINE((X-1)*8,Y#8)-((X-1)*8+7,Y#8+7),PSET,BF
260 IFPEEK(344)=223ANDX<31THENX=X+1:GOSUB1000:LINE((X-1)*8,Y#8)-((X-1)*8+7,Y#8+7),PSET,BF
280 A=VAL(INKEY#):IF A(10R)>3THEN450
300 IF C(A)<1THEN440
320 U=(A-1)*8+30
340 LINE(U,167)-(X#8+3,Y#8+4),PSET
360 C(A)=C(A)-1
380 COLOR4,3:LINE(U-4,178)-(U+4,172),PSET,BF:COLOR2,3
400 DRAW"BM"+STR$(U-4)+",178"+A$(C(A))
420 SOUND235,3
425 FORJ=1TO8
427 IF C(J)=1THEN435
430 IFX=C(J)ANDY=R(J)THEN2000
435 NEXT
440 LINE(U,167)-(X#8+3,Y#8+4),PSET
450 NEXT
460 FORT=1TO8:IF C(T)=1THEN490ELSEPUT(L(T)*8,M(T)*8)-(L(T)*8+7,M(T)*8+7),A
464 LINE(C(T)*8,R(T)*8)-(C(T)*8+7,R(T)*8+7),PSET,BF
465 C(T)=L(T):R(T)=M(T)
470 M(T)=M(T)+1:L(T)=L(T)+INT(RND(8)*2-RND(8))
480 IF M(T)=21THEN3000
490 NEXTT
500 IF C(1)+F(2)+F(3)+F(4)+F(5)=8 THEN5000
500 GOTO200
1000 PUT(X#8,Y#8)-(X#8+7,Y#8+8),B:RETURN
2000 FCJ=1:COLOR4,3:LINE(C(J)*8,R(J)*8)-(C(J)*8+7,R(J)*8+7),PSET,BF:PLAY"O1ABCD
5000 SCREEN1,0:PLAY"O1ABCDDEF03ABCDDEF04ABCDDEF"
3005 COLOR4,3:LINE(232,188)-(240,180),PSET,BF:COLOR2,3:DRAW"BM32,188"+A$(M-1)
3010 F(T)=1:M=M-1:IF M<1THEN5000
3015 LINE(C(T)*8,R(T)*8)-(C(T)*8+7,R(T)*8+7),PSET,BF:SCREEN1,0:GOTO490
4000 A=STR$(C):COLOR4,3:LINE(60,188)-(94,180),PSET,BF:COLOR2,3:DRAW"BM60,188":
FOR E=1TO8:DRAW A$(VAL(MID$(A,E,1)))+ "B4":NEXT:RETURN
5000 M=M+1:POKE65495,0
5010 POKE65493,0:IFRR>4ANDW>1THENRR=RR-.5
5020 IFW/3=INT(W/3)THENFORN=1TO10:SC=SC+RND(W):SOUND100,1:GOSUB4000:NEXT:B=B+1:P
OKE65494,0:FORN=1TO31STEP3:FORNN=1TO10STEP2:PLAY"O2V"+STR$(N)+", "+STR$(NN):NEXTN
6000 SCREEN1,0:FORN=1TO4000:NEXT
6004 IF SC>HS THENHS=SC
6005 IF INKEY#="" THEN6005ELSE20
6010 A=STR$(HS):COLOR4,3:LINE(110,182)-(150,188),PSET,BF:COLOR1,3:DRAW"BM120,18
8":FOR E=2TOLEN(A):DRAW A$(VAL(MID$(A,E,1)))+ "B4":NEXT:COLOR2,3:RETURN
7000 CLS:PRINT"Print"
7010 PRINT:PRINT"alien attack"
ALIENS. EARTH IS UNDER ATTACK AND IT IS UP TO YOU TO STOP THE
WHICH ARE FIRED BY PRESSING THE '1','2'OR'3' KEY. YOUR CITY CAN BE DEFENDED BY 3 LAZER BASES
7020 PRINT"TO KILL THE INVADERS YOU MUST POSITION THE SIGHT ON TARGET AND
FIRE ONE OF THE LAZERS."
7030 PRINT:PRINT"PRESS ANY KEY TO CONTINUE"
7035 SCREEN0,1
7040 IF INKEY#="" THEN7040
7050 CLS:PRINT:PRINT"IF THE ALIENS REACH THE GROUND THEY WILL BE STOPPED BY A
FORCEFIELD IF THERE IS ONE. EVERY 3 WAVES OF ALIEN A NEW SHIELD IS
GENERATED"
7060 PRINT"IF THERE IS NO FORCEFIELD THEN YOU AND YOUR CITY WILL BE
DESTROYED. TO MAKE THINGS WORSE FOR YOU THE NUMBER AND SPEED
OF THE ALIENS WILL INCREASE. EVERY 3 WAVES BONUS POINTS WILL
BE AWARDED"
7070 PRINT"press any key to start"
7075 SCREEN0,1
7080 IF INKEY#="" THEN7080
7090 RETURN

```


We're not quite sure whether the World's ready for these games . . . but we've released them just the same.



DRAGON 32

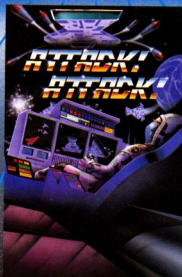
The Marcon Empire have invaded Earth and enslaved the population. An endless stream of stalla-fighters now monitor the earth's almost invisible remaining very richland of the planet.

A small group of freedom fighters are still resisting, using an abandoned mining station in the Moon, one of them is you.

To get out from your set base you first objective is to maneuver through the base of stalla space mines by one of the enemy resistance stations to re-charge your maximum lasers; then you will be able to carry on with your mission of destroying the remaining stalla-fighters.

There is rumour of a Marcon ammunition station near by, heavily defended by missiles. If only you could locate and plunder it; your heroic band of avengers would then have enough fire power to strike a massive blow for freedom . . . or die in the attempt . . .

Quasar is for the Dragon 32.



Tension mounts as your Skyfighter enters the patrol area. Enemy Skyfighter Convoys are increasing as their need for firing Ore grows in the arms race against you.

Your raydon missile still picks up an enemy convoy entering your quadrant. You select hyperdrive and are slammed back in your seat. Fighters hover over firing buttons as enemy fighters peel away from the convoy to engage you. As your epic battle begins the enemy wave of air to air missiles against you. The battle rages on and your will to survive and determination to win increases. The convoy must be destroyed; your people are depending on you.

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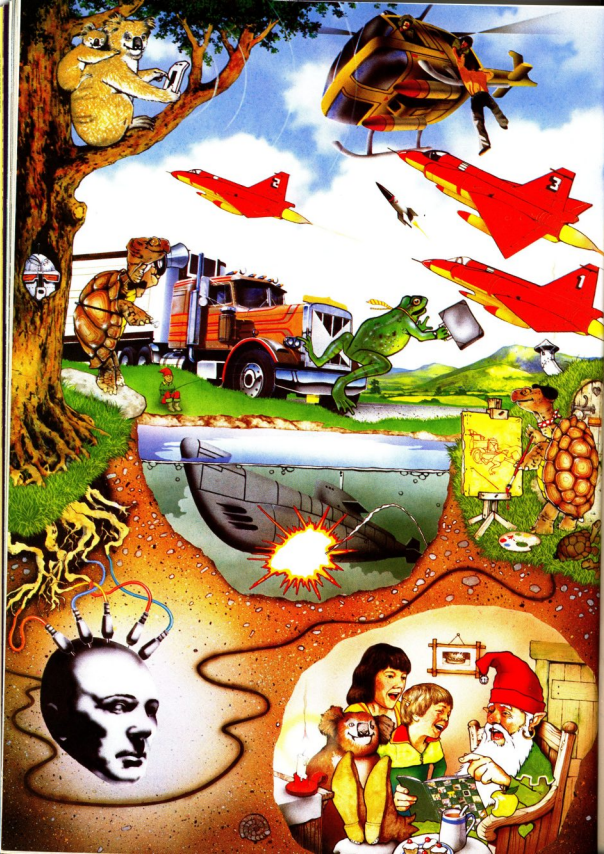
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5. *Turtle Graphics II by HesWare.*

This Turtle's about to paint the town red. Or green. Or blue with pink spots. By teaching him to paint, draw and colour he'll teach you, painlessly and enjoyably, the basics of computer programming — maths, logic, communications and more with over sixty commands. Ideal for children from six to sixty.

6. *Choplifter by Broderbund.*

Sixteen hostages are holed up in an inaccessible barracks. Only an ace chopper pilot can free them — you!

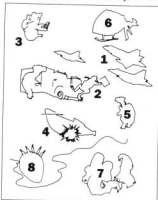
Watch out for the tanks, they'll crush anything. They're just for starters — fighter jets and the awesome homing air-mines are yet to come. Good luck... you'll need it!

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These books will teach you, simply, how to write your own programmes. Step-by-step instructions teach you how to create your own action, board and word games. Programme your finances or even learn another language — whatever you do, you'll get the most out of your home computer.

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BY DAVID WATERFIELD

RUNS ON A BBC IN 32K

REVERSI

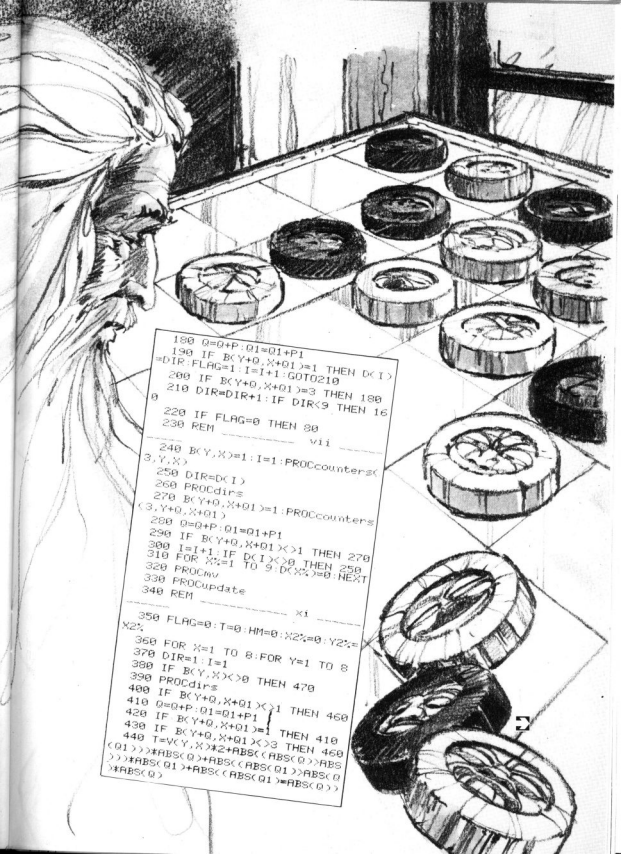
Reversi, like chess, is one of the most popular board game conversions among micro owners. The rules for the Beeb version are exactly the same as the standard game — the difference is that in this version you are up against the computer and not a human opponent.

The rules of the game are very simple. You cannot place one of your pieces next to a counter of your own colour. Each player takes alternate turns to place a counter on the board. If any player can't move or doesn't wish to move for tactical reasons, the play can be passed to the opponent. The object of the game is to trap a row of your opponent's counters between your pieces. If you succeed, all the pieces that have been captured change to your playing colour. The best winning tactic is to occupy as many of the corner squares as you can. This puts you in a powerful position, allowing you to attack the computer's pieces without endangering your own counters.

At the beginning of a game, you are given the option of moving first or allowing the computer to do so. To enter a move simply press the number of the square you wish to move — followed by the corresponding letter. Illegal moves will be rejected and if you cannot move you should enter "I".

At the end of a game, when the board is full or when neither player can move, the score is added up and the winner announced.

```
10 MODE 1: MV=4: PM%=0
20 PROCarrays
30 PROCboard
40 PROCumove
50 IF A$="n" THEN PRINTTAB(7,
29)SPC30;TAB(7,29)";:PROCrandom
:GOTO 520
60 IF A$<>"y" THEN 40
70 GOTO 90
80 PRINTTAB(8,29)SPC10;TAB(7,
29)"Move illegal !";:TX=TIME:REP
EATSOUND&11,-15,51-.25*(TIME-TX)
,1:UNTIL TIME-TX>200:FX15,1
90 PRINTTAB(0,29)SPC5;TAB(18,
29)SPC20;TAB(7,29)"Your move ?";
:Y$=GET$:PRINT;Y$;";":X$=GET$:P
RINT;CHR$(ASC(X$)+OR32);:Y=VAL(
Y$):X=(ASC(X$)+OR32)-96
100 IF X=0 AND Y=0 THEN 90
110 IF X=9 AND Y=9 THEN PM%=1:
GOTO350
120 IF X>8 OR X<1 OR Y>8 OR Y<
1 OR INT(X)<>X OR INT(Y)<>Y THEN
90
130 REM ----- vi -----
140 DIR=1:I=1:FLAG=0
150 IF B(Y,X)<>0 THEN 80
160 PROCdirs
170 IF B(Y+0,X+0)<>3 THEN 210
```

```
180 Q=Q+P:Q1=Q1+P1
190 IF BCY+Q,X+Q1=1 THEN D(I)
=DIR:FLAG=1:I=I+1:GOTO210
200 IF BCY+Q,X+Q1=3 THEN 180
210 DIR=DIR+1:IF DIR<9 THEN 16
0
220 IF FLAG=0 THEN 30
230 REM
```

vii

```
240 BCY,X=1:I=1:PROCcounters(
3,Y,X)
250 DIR=D(I)
260 PROCDIRS
270 BCY+Q,X+Q1=1:PROCcounters
(3,Y+Q,X+Q1)
280 Q=Q+P:Q1=Q1+P1
290 IF BCY+Q,X+Q1<1 THEN 270
300 I=I+1:IF D(I)<>0 THEN 250
310 FOR X=1 TO 9:D(X)=0:NEXT
320 PROCmv
330 PROCupdate
340 REM
```

xi

```
350 FLAG=0:T=0:HM=0:X2%=0:Y2%=
X2%
360 FOR X=1 TO 8:FOR Y=1 TO 8
370 DIR=1:I=1
380 IF BCY,X<>0 THEN 470
390 PROCDIRS
400 IF BCY+Q,X+Q1<1 THEN 460
410 Q=Q+P:Q1=Q1+P1
420 IF BCY+Q,X+Q1=1 THEN 410
430 IF BCY+Q,X+Q1=3 THEN 410
440 T=V(Y,X)*2+ABS((ABS(Q)>ABS
(Q1))>ABS(Q)+ABS((ABS(Q1)>ABS(Q))
)>ABS(Q1))+ABS((ABS(Q1)>ABS(Q))
)>ABS(Q))
```



```

450 IF T>HM OR X=X2% AND Y=Y2%
THEN D(I)=DIR:I=I+1:D(I)=0:FLAG
=1:HM=T:X2%=X:Y2%=Y
460 DIR=DIR+1:IF DIR<9 THEN 39
0

```

```

470 NEXT: NEXT
480 IF FLAG=0 THEN PRINT TAB(7
,29)SPC(20):TAB(7,29)"I can't mo
ve 1 ";T%:TIME:REPEATUNTILTIME-
T%>300:#FX15,1
490 IF FLAG=0 AND PM%=1 THEN P
ROCCend ELSE PM%=0
500 IF FLAG=0 THEN 90
510 REM ----- xiii

```

```

520 PRINTTAB(17,29)SPC(10):TAB
(7,29)"My move ";Y2%:",",",CHR$(X2
+96):Y=Y2%:X=X2%:#FX15,1
530 PROCCounters(1,Y,X):D%=INK
EY(150)
540 B(Y,X)=3:I=1:PROCCounters(
0,Y,X)
550 DIR=D(I)
560 PROCCdir=
570 B(Y+0,X+0)=3:PROCCounters
(0,Y+0,X+0)
580 Q=0+P:Q1=Q1+P1
590 IF B(Y+0,X+0)<>3 THEN 570
600 I=I+1:IF D(I)<>0 THEN 550
610 FORX%=1 TO 9:D(X%)=0:NEXT
620 PROCCmv
630 #FX 15,1
640 GOT090
650 REM

```

```

660 DEF PROCboard
670 VDU 19,13,6;0;19,2,2;0;:GC
OL 0,129:CLG:COL 0,2:COLOUR 129
:COLOUR 0:Y%=1
680 IF RND(1)>.5 THEN 700
690 FOR X%=-1 TO 400 STEP 4:MO
VE 640-X%,562+Y%:DRAW 640+X%,562
+Y%:DRAW 640+X%,562-Y%:DRAW 640-X
%,562-Y%:DRAW 640-X%,562+Y%:Y%=Y
%+4:NEXT:GOT0710
700 MOVE 240,162:MOVE 240,162:
PLOT 85,1040,162:PLOT 85,240,162
:PLOT 85,1040,962:PLOT 85,240,96
2

```

```

710 GCOL 0,0:FOR X%=240 TO 104
0 STEP 100:MOVE X%,962:DRAW X%,1
62:NEXT:FOR Y%=162 TO 962 STEP 1
00:MOVE 240,Y%:DRAW 1040,Y%:NEXT
720 AS$="abcdefgh":VDU 5:FORC%=
1 TO 8:MOVE X%+100+170,1002:PRIN
T:MID$(AS$,X%,1):MOVE 200,ABS(X%-
9)+100+122:PRINT:X%:NEXT:VDU 4
730 FOR X%=440 TO 840 STEP 400
:FOR Y%=362 TO 762 STEP 400:FOR
X1%=X%-5 TO X%+10:MOVE X1%,Y%+8:
DRAW X1%,Y%+7:NEXT:NEXT

```

```

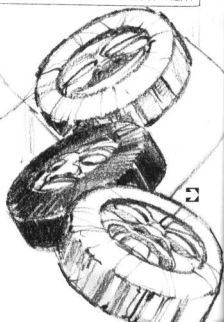
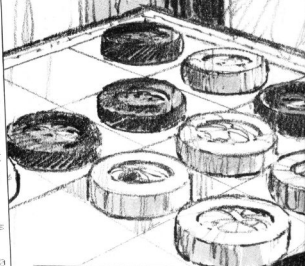
740 PROCCounters(3,4,4):PROCCo
unters(3,5,5):PROCCounters(0,4,5
):PROCCounters(0,5,4)

```

```

750 ENDPROC
760 DEF PROCarrays
770 DIM B(9,9),V(8,0),D(9),O(8
),P(8)
780 X%=0
790 FORX%=1 TO 8:FORY%=1 TO 8:
READ V(X%,X%):B(Y%,X%)=0:NEXT:NE
XT
800 FORX%=0 TO 9:B(0,X%)=-1:B(
9,X%)=-1:B(X%,0)=-1:B(X%,9)=-1:N
EXT:B(4,4)=1:B(5,5)=1:B(4,5)=3:B
(5,4)=3
810 FOR X%=1 TO 8:READ O(X%):N
EXT:FORX%=1 TO 8:READ P(X%):NEXT

```



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Now, there's a substantial new catalogue of educational programs specially for the BBC Microcomputer.

It has been developed by Acornsoft, the software division of Acorn Computers who manufacture the BBC Micro.

Making faces without getting scolded.

With the new Facemaker program, your children can make over a million faces. It's like an identi-kit, allowing them to depict anyone they want. They start by choosing the eyes. Then they can choose the mouth, the ears, the nose, the facial outline and the hairstyle.

And if they really fancy dressing up, they can add earrings and hats.

In doing all this, they learn to read and spell, as well as developing their powers of description.

The money program, two games for the price of one.

Mr. T. is an engaging little figment of the microchip who can teach your children all the complexities of our coinage system.

His Money Box program has two games, each of which can be played at different levels.

In Money Match, the challenge is to collect a set of coins, matching them according to shape, size and value.

In Money Box, you can give your child and Mr. T. a helping hand to get all the coins on the screen into the box. (It's always different, because the coins on the screen are based on the small change you have to hand.)

A chance to teach the Micro a thing or two.

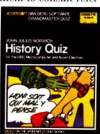
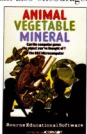
With the Animal, Vegetable, Mineral program, the children can get the computer guessing.

They think of an object. The BBC Micro has to decide what it is.

If it doesn't come up with the answer, the children can keep giving it hints.

In doing so, they are encouraged to question the difference between such things as crocodiles and alligators, or whether oil is vegetable or mineral.

The program also encourages them to consult refer-



ence books so that they can ask the computer increasingly tough questions.

Questions on Julius Caesar from J. Julius Norwich.

John Julius Norwich's History Quiz is one of the new BBC Micro Grandmaster quiz series which also covers theatre, crime and detection, music, science fiction and royalty.

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```

820 ENDPROC
830 DEF PROCmove: #FX15,1
840 PRINTAB(7,29)"Do you want
to move 1st ?";A$=GET$:A$=CHR$(
ASC(A$)OR32)
850 ENDPROC
860 DEF PROCdirs
870 Q=Q(DIR):Q1=P(DIR):P=Q:P1=
01
880 ENDPROC
890 DEF PROCcounters(C,B,A)
900 X1=A*100+100:B=ABS(B-9):Y1
=B*100+112:GCOL 0,C:Y%=-1
910 FORX%=-1 TO 30 STEP4:MOVEX

```



```

1-X%:Y1+Y%:DRAWX1+X%:Y1+Y%:DRAWX
1+X%:Y1-Y%:DRAWX1-X%:Y1-Y%:DRAWX
1-X%:Y1+Y%:DRAWX1-X%:Y1+Y%:DRAWX
2*(X%+2),1:NEXT
920 ENDPROC
930 DEF PROCmv
940 MV=MV+1
950 IF MV=64 THEN PROCend
960 ENDPROC
970 DEF PROCrandom
980 X2%=RND(4)+2:Y2%=RND(4)+2
990 IF X2%+Y2%=7 OR X2%+Y2%=11
THEN 1000 ELSE 980
1000 IF Y2%=6 THEN D(1)=1
1010 IF Y2%=4 THEN D(1)=3
1020 IF Y2%=3 THEN D(1)=5
1030 IF Y2%=5 THEN D(1)=7
1040 ENDPROC
1050 DEF PROCend
1060 B%=0:W%=0
1070 FORX%=1TO8:FORY%=1TO8
1080 IF B(Y%,X%)=3 THEN B%=B%+1
1090 IF B(Y%,X%)=1 THEN W%=W%+1
1100 NEXT:NEXT
1110 IF B%>W% THEN PRINTAB(7,2
9)"I win by ";B%-W%;" counters."
SPC10:END
1120 IF W%>B% THEN PRINTAB(7,2
9)"You win by ";W%-B%;" counters
."SPC10:END
1130 PRINTAB(7,29)"A draw."SPC
20
1140 END
1150 ENDPROC
1160 DEF PROCupdate
1170 FORP%=2 TO 7
1180 T1=B(P%,1):T2=B(P%+1,1):
T3=T2+T1
1190 IF T3=4 THEN V(P%,1)=15
1200 IF T3=1 AND B(P%,1)=0 THEN
PROCline1
1210 IF T3=6 OR T3=2 OR T3=3 TH
EN V(P%,1)=100
1220 T1=B(P%-1,8):T2=B(P%+1,8):
T3=T2+T1
1230 IF T3=6 OR T3=2 OR T3=3 TH
EN V(P%,8)=100
1240 IF T3=4 THEN V(P%,8)=15
1250 IF T3=1 AND B(P%,8)=0 THEN
PROCline2
1260 T1=B(1,P%-1):T2=B(1,P%+1):
T3=T2+T1
1270 IF T3=6 OR T3=2 OR T3=3 TH
EN V(1,P%)=100
1280 IF T3=4 THEN V(1,P%)=15
1290 IF T3=1 AND B(1,P%)=0 THEN
PROCline3
1300 T1=B(8,P%-1):T2=B(8,P%+1):
T3=T2+T1
1310 IF T3=6 OR T3=2 OR T3=3 TH
EN V(8,P%)=100
1320 IF T3=4 THEN V(8,P%)=15
1330 IF T3=1 AND B(8,P%)=0 THEN
PROCline4

```


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```

1340 NEXT
1350 ENDPROC
1360 REM

```

```

1370 DATA 999,10,80,70,70,80,10
,999,10,10,20,50,50,20,10,10,80,
20,100,90,90,100,20,80,70,50,90,
0,0,90,50,70,70,50,90,0,0,90,50,
70,80,20,100,90,90,100,20,80,10,
10,20,50,50,20,10,10,999,10,80,7
0,70,80,10,999

```

```

1380 DATA -1,-1,0,1,1,1,0,-1,0,
1,1,1,0,-1,-1,-1

```

```

1390 DEF PROCline1
1400 IF B(P%-1,1)=1 THEN S=-1:E
=1 ELSE S=1:E=8

```

```

1410 FOR L=P%+S TO E STEP S
1420 IF B(L,1)=3 THEN V(P%,1)=1
50

```

```

1430 IF B(L,1)=3 AND B(L+S,1)=0
THEN L=2*E+S:GOTO1470
1440 IF B(L,1)=0 OR B(L,1)=1 OR
B(L,1)=-1 THEN V(P%,1)=15
1450 IF B(L,1)=0 THEN L=2*E+S
1460 NEXT

```

```

1470 ENDPROC
1480 DEF PROCline2
1490 IF B(P%-1,8)=1 THEN S=-1:E
=1 ELSE S=1:E=8
1500 FOR L=P%+S TO E STEP S
1520 IF B(L,8)=3 AND B(L+S,8)=0
THEN L=2*E+S:GOTO1560

```

```

1530 IF B(L,8)=0 OR B(L,8)=1 OR
B(L,8)=-1 THEN V(P%,8)=15
1540 IF B(L,8)=0 THEN L=2*E+S
1550 NEXT
1560 ENDPROC
1570 DEF PROCline3
1580 IF B(1,P%-1)=1 THEN S=-1:E
=1 ELSE S=1:E=8
1590 FOR L=P%+S TO E STEP S
1600 IF B(1,L)=3 THEN V(1,P%)=1
50

```

```

1610 IF B(1,L)=3 AND B(1,L+S)=0
THEN L=2*E+S:GOTO1650
1620 IF B(1,L)=0 OR B(1,L)=1 OR
B(1,L)=-1 THEN V(1,P%)=15
1630 IF B(1,L)=0 THEN L=2*E+S
1640 NEXT

```

```

1650 ENDPROC
1660 DEF PROCline4
1670 IF B(8,P%-1)=1 THEN S=-1:E
=1 ELSE S=1:E=8
1680 FOR L=P%+S TO E STEP S
1690 IF B(8,L)=3 THEN V(8,P%)=1
50

```

```

1700 IF B(8,L)=3 AND B(8,L+S)=0
THEN L=2*E+S:GOTO1740
1710 IF B(8,L)=0 OR B(8,L)=1 OR
B(8,L)=-1 THEN V(8,P%)=15
1720 IF B(8,L)=0 THEN L=2*E+S
1730 NEXT
1740 ENDPROC

```

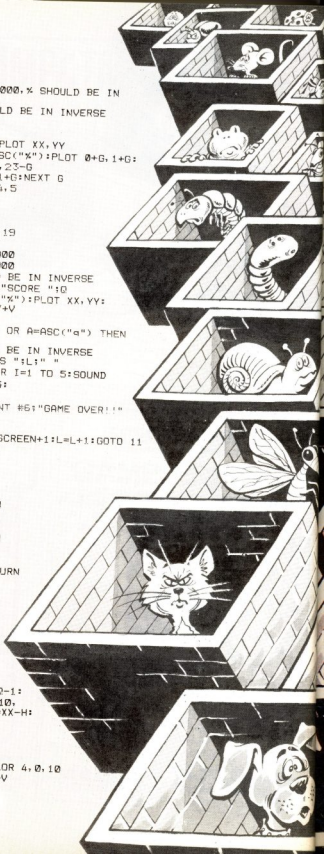



```

1 SCREEN=1
2 L=5
3 HI=-1
5 XX=10:YY=10
8 REM IN LINES 13,31,37,40 & 5000,X SHOULD BE IN
  INVERSE
9 REM IN LINE 40 & 4020,a SHOULD BE IN INVERSE
10 GOSUB 18000:GOSUB 30000:N=1
11 GOSUB 6000
12 XX=10:YY=10:COLOR ASC("a"):PLOT XX,YY
13 FOR G=0 TO SCREEN-1:COLOR ASC("x"):PLOT 0+G,1+G:
  DRAWTO 19-G,1+G:DRAWTO 19-G,23-G
14 DRAWTO 0+G,23-G:DRAWTO 0+G,1+G:NEXT G
15 SETCOLOR 0,8,2:SETCOLOR 1,14,5
16 SETCOLOR 3,0,0
17 SETCOLOR 2,3,4
18 SETCOLOR 4,0,10
19 IF N=1 AND STICK(0)=15 THEN 19
21 GOSUB 500
24 IF RND(0)>.93 THEN GOSUB 4000
25 IF RND(0)>.93 THEN GOSUB 2000
32 REM IN LINE 34, SCORE SHOULD BE IN INVERSE
34 N=0:Q=0+1:POSITION 0,0: #6:"SCORE ":Q
37 SOUND 0,121,10,10:COLOR ASC("x"):PLOT XX,YY:
  COLOR ASC("a"):XX=XX+H:YY=YY+V
38 TRAP 3000
40 LOCATE XX,YY,A:IF A=ASC("x") OR A=ASC("a") THEN
  GOSUB 5000
41 REM IN LINE 42, LIVES SHOULD BE IN INVERSE
42 POSITION 11,0:PRINT #6:"LIVES ":L;" "
43 IF A=ASC("z") THEN Q=Q+10:FOR I=1 TO 5:SOUND
  0,5,2,10:NEXT I:FOR I=1 TO 5:
  SOUND 0,10,2,10:NEXT I
45 IF L(1 THEN POSITION 3,9:PRINT #6:"GAME OVER!!"
  GOTO 7000
46 PLOT XX,YY:T=0:SOUND 0,0,0,0
48 IF Q(100+SCREEN THEN SCREEN=SCREEN+1:L=L+1:GOTO 11
50 GOTO 21
500 IF STICK(0)=14 THEN ST=1
520 IF STICK(0)=7 THEN ST=3
540 IF STICK(0)=13 THEN ST=5
560 IF STICK(0)=11 THEN ST=7
580 IF ST=1 THEN V=-1:H=0:RETURN
600 IF ST=3 THEN H=1:V=0:RETURN
620 IF ST=5 THEN V=1:H=0:RETURN
640 IF ST=7 THEN H=-1:V=0:RETURN
2000 J=INT(20*RND(0))
2010 K=INT(20*RND(0))+4
2020 COLOR ASC("z"):PLOT J,K:RETURN
3000 IF XX(0 THEN XX=0
3010 IF XX(19 THEN XX=19
3020 IF YY(4 THEN YY=4
3030 IF YY(23 THEN YY=23
3035 Q=Q-1
3040 GOTO 46
4000 J=INT(20*RND(0))
4010 K=INT(20*RND(0))+4
4020 COLOR ASC("a"):PLOT J,K:
  RETURN
5000 IF A=ASC("x") THEN L=L-1:Q=Q-1:
  FOR I=1 TO 100:SOUND 0,255,10,
  10:NEXT I:SOUND 0,0,0,0:XX=XX-H:
  YY=YY-V:RETURN
5010 L=L-2:Q=Q-1
5020 FOR I=15 TO 0 STEP -0.5
5025 SETCOLOR 4,15,I
5030 SOUND 0,55,8,I:NEXT I:SETCOLOR 4,0,10
5035 COLOR ASC(" ") :PLOT XX+H,YY+V
5040 RETURN
5050 GOTO 5050

```

Illustration: Terry Rogers



Briky is a happy little brick-layer. He's never more content than when he's got a wall to build. But there are things that upset him — bombs and moles. Both are capable of destroying his carefully constructed walls. You can help Briky build a brave new world by guiding him around the screen. You cannot stop — so you have to be careful not to bump into your own walls. Occasionally those moles and bombs appear at random on the screen. If you build your wall over a mole, you'll get a bonus of 10 points. If you hit a bomb, you'll lose two of your five lives. After every 100 points you get a bonus life and a new screen to play in. But each screen gets smaller — making Briky's life harder. Full instructions are included in the program.

```

6000 FOR G=0 TO 15:COLOR ASC(" "):PLOT 0+G,0+G:DRAWTO
19-G,0+G:DRAWTO 19-G,23-G
6010 DRAWTO 0+G,23-G:DRAWTO 0+G,0+G:NEXT G:RETURN
7000 IF 0)HI THEN HI=0
7005 FOR I=1 TO 500:NEXT I:GOSUB 30000
7010 L=5:Q=0:SCREEN=1:GOTO 11
18000 REM NEW CHAR SET
18010 REM *****
18015 RESTORE 18320
18020 DIM A(8),ANS(3),R*(1),F*(15),NAME*(12),ANS2*(3)
18040 MEMTOP=PEEK(106):GRTOP=MEMTOP-4
18060 POKE 106,GRTOP:GRAPHICS 1+16:CHROM=PEEK(756)*256
18140 CHRAM=GRTOP+256:POKE 756,GRTOP
18210 FOR N=0 TO 1023:POKE CHRAM+N,PEEK(CHROM+N):NEXT N
18260 FOR K=1 TO 4:READ R#:R=ASC(R#)
18270 IF R(32) THEN R=R+64
18280 IF R(96) THEN IF R(31) THEN R=R-32
18300 FOR I=0 TO 7:READ A(I):A=B=I+R*8+256+GRTOP:
POKE B,A:NEXT I:NEXT K
18320 DATA %
18330 DATA 126,126,126,0,231,231,231,0
18335 DATA @
18340 DATA 126,129,165,129,195,189,129,126
18350 DATA Z
18360 DATA 126,255,219,255,255,231,219,255
18370 DATA @
18380 DATA 4,8,16,24,126,255,126,24
18500 RETURN
20000 XX=XX-H:YY=YY-V:RETURN
30000 SETCOLOR 0,8,2:SETCOLOR 2,3,4:SETCOLOR 4,0,10:
SETCOLOR 1,14,5:SETCOLOR 3,0,0

```



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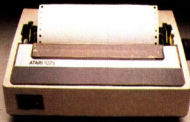
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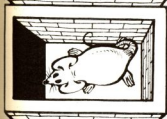
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```

30002 GOSUB 6000
30003 POSITION 0,1
30005 REM ALL OF THE FOLLOWING SHOULD BE PRINTED IN
      INVERSE, EXCEPT z & start
30006 ? #6;" "
30007 ? #6;" "
30008 ? #6;" "
30009 ? #6;"      z"
30010 ? #6;" %X %X %X %X z %X%"
30020 ? #6;" %X %X %X %X %X %X%"
30030 ? #6;" %X %X %X %X %X %Xz%"
30040 ? #6;" %X %X %X %X %X %"
30050 ? #6;" %X %X %X %X %Xq %"
30060 ? #6;" %Xz %X %X %X %"
30070 ? #6;" %X %X %X %X %Xq %"
30080 ? #6;" "
30085 ? #6;" hi score = "HI+1
30087 ? #6;" "
30090 ? #6;" PRESS start TO PLAY"
30100 IF PEEK(53279) > 6 THEN 30100
30120 RETURN

```



```

1 SCREEN=1
2 L=5
3 HI=-1
5 XX=10:YY=10
8 REM IN LINES 13, 31, 37, 40 & 5000, % SHOULD BE IN
  INVERSE
9 REM IN LINE 40 & 4020, q SHOULD BE IN INVERSE
10 GOSUB 18000:GOSUB 30000:N=1
11 GOSUB 6000
12 XX=10:YY=10:COLOR ASC("a"):PLOT XX,YY
13 FOR G=0 TO SCREEN-1:COLOR ASC("%"):PLOT 0+G,1+G:
  DRAWTO 19-G,1+G:DRAWTO 19-G,23-G
14 DRAWTO 0+G,23-G:DRAWTO 0+G,1+G:NEXT G
15 SETCOLOR 0,8,2:SETCOLOR 1,14,5
16 SETCOLOR 3,0,0
17 SETCOLOR 2,3,4
18 SETCOLOR 4,0,10
19 IF N=1 AND STICK(0)=15 THEN 19
21 GOSUB 500
24 IF RND(0)>0.93 THEN GOSUB 4000
25 IF RND(0)>0.93 THEN GOSUB 2000
32 REM IN LINE 34, SCORE SHOULD BE IN INVERSE
34 N=0:Q=0+1:POSITION 0,0:? #6;"SCORE ":Q
37 SOUND 0,121,10,10:COLOR ASC("%"):PLOT XX,YY:COLOR ASC("a"):XX=XX+H:
  YY=YY+V
38 TRAP 3000
40 LOCATE XX,YY,A:IF A=ASC("%") OR A=ASC("a") THEN GOSUB 5000
41 REM IN LINE 42, LIVES SHOULD BE IN INVERSE
42 POSITION 11,0:PRINT #6;"LIVES ":L:" "
43 IF A=ASC("z") THEN Q=0+10:FOR I=1 TO 5:SOUND 0,5,2,10:NEXT I:FOR I=1
  TO 5:SOUND 0,10,2,10:NEXT I
45 IF L(1) THEN POSITION 3,9:PRINT #6;"GAME OVER!!":GOTO 7000
46 PLOT XX,YY:T=0:SOUND 0,0,0,0
48 IF Q>100+SCREEN THEN SCREEN=SCREEN+1:L=L+1:GOTO 11
50 GOTO 21
500 IF STICK(0)=14 THEN ST=1
520 IF STICK(0)=7 THEN ST=3
540 IF STICK(0)=13 THEN ST=5
560 IF STICK(0)=11 THEN ST=7
580 IF ST=1 THEN V=-1:H=0:RETURN
600 IF ST=3 THEN H=1:V=0:RETURN
620 IF ST=5 THEN V=1:H=0:RETURN
640 IF ST=7 THEN H=-1:V=0:RETURN
900 SPEED=0.7

```



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FEBRUARY 4th 1984



```

905 RESTORE 1000
910 TRAP 30120:READ A,B,C,D,E
912 IF E=0.5 THEN E=0.35
915 SOUND 1,B,10,7
917 SOUND 2,C,10,7
918 SOUND 3,D,10,7
920 FOR I=15 TO 2 STEP -(SPEED/E)
930 SOUND 0,A,10,I
950 NEXT I:F=F+1:GOTO 910
1000 DATA 162,64,0,0,1
1010 DATA 81,64,00,0,1
1020 DATA 128,64,0,0,.5
1030 DATA 60,000,0,0,.5
1040 DATA 57,000,0,0,.5
1050 DATA 53,00,00,0,.5
1055 REM
1060 DATA 40,128,0,0,1
1070 DATA 53,00,00,0,1
1080 DATA 60,100,0,0,1
1090 DATA 64,00,00,0,1
1095 REM

```

```

1100 DATA 243,72,0,0,1
1110 DATA 95,000,0,0,1
1120 DATA 121,00,0,0,1
1130 DATA 60,00,00,0,1
1135 REM
1140 DATA 144,47,0,0,1
1150 DATA 60,47,0,00,1
1160 DATA 121,47,0,0,1
1170 DATA 60,00,0,00,1
1175 REM
1180 DATA 162,72,0,0,1
1190 DATA 108,72,0,0,1
1200 DATA 121,72,0,0,0.5
1210 DATA 76,00,00,0,0.5
1220 DATA 72,00,00,0,0.5
1230 DATA 68,00,00,0,0.5
1235 REM
1240 DATA 162,64,0,0,1
1250 DATA 000,53,0,0,1
1260 DATA 128,60,0,0,1
1270 DATA 000,64,0,0,1
1275 REM
1280 DATA 193,72,0,0,1
1290 DATA 000,81,0,0,1
1300 DATA 114,85,0,0,1
1310 DATA 000,81,0,0,1
1315 REM
1320 DATA 217,64,0,0,1
1330 DATA 81,64,00,0,1
1340 DATA 121,72,85,0,1
1350 DATA 108,00,0,0,1
1360 DATA 162,64,0,0,1
1370 DATA 81,64,00,0,1
1380 DATA 128,64,0,0,.5
1390 DATA 60,000,0,0,.5
1400 DATA 57,000,0,0,.5
1410 DATA 53,00,00,0,.5
1415 REM
1420 DATA 40,128,0,0,1
1430 DATA 53,00,00,0,1
1440 DATA 60,100,0,0,1
1450 DATA 64,00,00,0,1
1455 REM
1460 DATA 243,72,0,0,1
1470 DATA 000,72,0,0,1

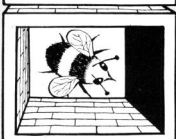
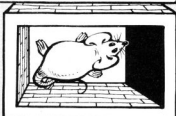
```



```

1480 DATA 121,00,0,0,1
1490 DATA 60,00,00,0,1
1495 REM
1500 DATA 153,47,0,0,1
1510 DATA 64,47,00,0,1
1520 DATA 108,47,0,0,1
1530 DATA 53,000,0,0,1
1535 REM
1540 DATA 144,57,0,0,1
1550 DATA 000,60,0,0,1
1560 DATA 121,64,0,0,1
1570 DATA 000,72,0,0,1
1575 REM
1580 DATA 217,81,0,0,1
1590 DATA 000,85,0,0,1
1600 DATA 108,64,0,0,1
1610 DATA 000,72,0,0,1
1615 REM
1620 DATA 162,72,0,0,1
1630 DATA 60,72,00,0,1
1640 DATA 81,128,0,0,1
2000 J=INT(20*AND(0))
2010 K=INT(20*AND(0))+4
2020 COLOR ASC("z"):PLOT J,K:RETURN
3000 IF XX<0 THEN XX=0
3010 IF XX>19 THEN XX=19
3020 IF YY<4 THEN YY=4
3030 IF YY>23 THEN YY=23
3035 Q=Q-1

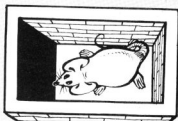
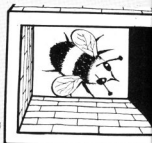
```




```

3040 GOTO 46
4000 J=INT(20*RND(0))
4010 K=INT(20*RND(0))+4
4020 COLOR ASC("a"):PLOT J,K:RETURN
5000 IF A=ASC("X") THEN L=L-1:Q=Q-1:FOR I=1 TO 100: SOUND 0,255,10,10:
NEXT I:SOUND 0,0,0,0:XX=XX-H:YY=YY-V:RETURN
5010 L=L-2:Q=Q-1
5020 FOR I=15 TO 0 STEP -.5
5025 SETCOLOR 4,15,I
5030 SOUND 0,55,8,I:NEXT I:SETCOLOR 4,0,10
5035 COLOR ASC(" "):PLOT XX+H,YY+V
5040 RETURN
5050 GOTO 5050
5060 FOR G=0 TO 15:COLOR ASC(" "):PLOT 0+G,0+G:DRAWTO 19-G,0+G:DRAWTO
19-G,23-G
6010 DRAWTO 0+G,23-G:DRAWTO 0+G,0+G:NEXT G:RETURN
7000 IF 0:HI THEN HI=0
7005 FOR I=1 TO 500:NEXT I:GOSUB 30000
7010 L=5:Q=0:SCREEN=1:GOTO 11
18000 REM NEW CHAR SET
18010 REM *****
18015 RESTORE 18320
18020 DIM A(8),ANS$(3),R$(1),F$(15),NAME$(12),ANS2$(3)
18040 MEMTOP=PEEK(106):GRTOP=MEMTOP-4
18050 POKE 106,GRTOP:GRAPHICS 1+16:CHROM=PEEK(756)*256
18140 CHRAM=GRTOP+256:POKE 756,GRTOP
18210 FOR N=0 TO 1023:POKE CHRAM+N,PEEK(CHROM+N):NEXT N
18260 FOR K=1 TO 4:READ R$:R=ASC(R$)
18270 IF R(32) THEN R=R+64
18280 IF R(96) THEN IF R(31) THEN R=R-32
18300 FOR I=0 TO 7:READ A(I):A=B:I+R*8+256+GRTOP:POKE B,A:NEXT I:NEXT K

```



```

18320 DATA %
18330 DATA 126,126,126,0,231,231,231,0
18335 DATA 0
18340 DATA 126,129,165,129,195,189,129,126
18350 DATA Z
18360 DATA 126,255,219,255,255,231,219,255
18370 DATA 0
18380 DATA 4,8,16,24,126,255,126,24
18500 RETURN
20000 XX=XX-H:YY=YY-V:RETURN

```

```

30000 SETCOLOR 0,8,2:SETCOLOR 2,3,4:SETCOLOR 4,0,10:SETCOLOR 1,14,5:
SETCOLOR 3,0,0
30002 GOSUB 6000
30003 POSITION 0,1
30005 REM ALL OF THE FOLLOWING SHOULD BE PRINTED IN INVERSE, EXCEPT Z &
start
? #6:" "
30007 ? #6:" "
30008 ? #6:" "
30009 ? #6:" z"
30010 ? #6:" % % % % z % %"
30020 ? #6:" % % % % % % % %"
30030 ? #6:" % % % % % % % %"
30040 ? #6:" % % % % % % %"
30050 ? #6:" % % % % % % %"
30060 ? #6:" % % % % % % %"
30070 ? #6:" % % % % % % %"
30080 ? #6:" "
30085 ? #6:" hi score = ":HI+1
30087 ? #6:" "
30090 ? #6:" PRESS start TO PLAY"
30100 IF PEEK(53279)<6 THEN 30100
30110 GOTO 900
30120 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND 2,0,0,0:RETURN

```



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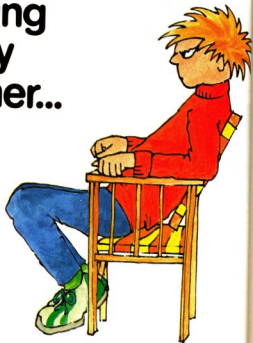
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CVG Feb 84

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This issue of *Computer and Video Games* is choc-a-bloc with masses of great games listings — 48 extra fun filled pages — so let's not hang about! Program Extra has two tips for micro-programmers and a new feature, Down to Basics, but let's kick off with a look at David Waterfield's game for the BBC — Reversi.

David Waterfield's game Reversi is a very good example of a well written program, tackling difficult problems with excellent ideas and short snappy programming. This is highlighted by David's approach to solving the problem of drawing up the playing board without having to write a game the length of a novel. Using FOR NEXT loops and lots of variables, David has managed to write a really compact little routine to do the job.

This has inspired Program Extra to encourage you to get programming. So we have come up with a short procedure to create a chess or draughts board on the BBC computer. The program can be easily modified to suit your needs. And if you feel like creating a brand new board game of your own it will help too!

This short program for the BBC demonstrates how it's possible, with a good programming style, to write short listings to solve problems that appear to be complex and tiresome.

Drawing a chess board is an excellent exercise to attempt, because it involves some tricky problems, but also requires the programmer to structure the routine or else succumb to writing reams of code and end up with a very messy game. The program uses two loops, one to draw each row of squares and the other to draw each column.

The IF... THEN statements are used to decide if a row begins with a black or white square and variables are used throughout to carry the drawing co-ordinates and the colour to be used for filling. Furthermore, the entire routine is held in a defined procedure which can be easily incorporated into any program with ease.

```
10MODE4
20Y=150:X=150
30A=1:T=100
40PROCBOARD
50END
60DEFPROCBOARD
70FORR=1TO8
80FORC=1TO8
90IFC MOD2=A THEN GCOL,OELSE
GCOL,O
100MOVEX,Y:DRAWX,Y+T
110DRAWX+T,Y+T
```

```
120PLOT85,X+T,Y+T-X+T
130NEXTC
140Y=Y+T:X=150
150IFR MOD2=1 THEN A=0 ELSE A=1
160NEXTR
170ENDPROC
```

In our last issue, Down to Basics discussed the merits and demerits of Basic and its rivals. This month we'll be taking a closer look at Basic's structure and hopefully get a greater understanding of how it operates. First of all we should take a look at the heart of all computers, the microprocessor.

The microprocessor is the most important chip in a computer. If you've ever seen inside a micro, chances are that the largest chip in there would have been the microprocessor itself. It is also known as the Central Processing Unit, or CPU and this name helps you understand what it does.

The CPU is the chip which controls all the others and which actually does the work when you run your program. If a calculation needs doing, which happens hundreds of times every second, the numbers are brought from the memory chips into the CPU which does the work, and then places the answer back into a memory chip.

Whenever you see something moving across the screen in a game, it is the CPU which is controlling that movement. The way it's done is to put the character you wish to move at a point on the screen. Then, after a very short delay, erase it and put it slightly further along. If you keep doing this fast enough the object will appear to move.

The important thing to realise about the CPU is that, although it can work very fast (it could easily handle many thousands of long multiplications in less than a second), it can only do one thing at a time. So if your computer is playing a game of Pacman, the computer can't move that ghosts around the screen, make the sound effects and check to see what keys you're pressing all at the same time. Programmers get round this problem by making the CPU do each job for a short time in turn. If the program is well written, this should happen fast enough to give the impression that all is happening at once.

That about winds it up for this issue except to remind you that if you have any problems with the listings in C&VC, or just want to learn more about how the games work, drop Program Extra a line to *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

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JAPAN the land

Once upon a time, Namco was a rather obscure company which manufactured small fairground rides which were placed on the top of department stores to keep the kids happy while their mums went shopping.

The turning point came when Namco bought up Atari Japan Inc. in 1974. Although Atari was the world leader in the video game industry at that time, it did rather badly in Japan due to lack of experience.

Despite some financial difficulties at the outset Namco went on to do some basic research into the American video games technology.

So it was not until 1977 that their first product, Galaxians invaded the Japanese arcades. The timing was just right. People were getting fed up with the original Space Invaders and wanted something new.

Galaxians did exceedingly well but their best seller was still a gleam in a hungry software experts eye.

When Namco released Pacman the company's profits rocketed.

The idea of Pacman was devised by one of Namco's software specialists. One day he was so hungry that he imagined himself eating a pizza. This train of thought led him to picture a pizza with a piece cut off, looking as if the bigger portion was trying to eat the smaller one. Then he thought to himself: "Why not write a game about eating?"

From this bright idea Namco's development team added various ideas such as the ghosts and the power pills and unleashed a little yellow monster on the world!

Contrary to the popular belief Pacman is Japanese; Atari merely holds the rights to produce the home computer and home video versions.

All in all the game took about 12 months to develop. The name Pacman derives from the Japanese word "paku paku" which describes the movement of the mouth when eating.

The reason for the great commercial success of Pacman — apart from the originality of the game — is attributed to

Japan was the only country in the world which had to mint more coins in order to satisfy the enormous demand created by the arcade boom caused by the original Space Invader machines. The company which created those first invader machines made a huge killing while arcade centres and even Space Invader coffee houses sprung up like mushrooms. People queued for hours to play the invaders.

All this led to the creation of more than 200 companies trying to cash in on the very lucrative arcade industry. This is a story of one such pioneer of the arcade video games, Namco. Virtually unknown in this country, Namco is the most exciting arcade company in Japan.

When the Space Invader boom began to wane, the game was quickly followed by the Galaxian. This development of the alien invader theme was an instant success. Galaxian was Namco's very first video game and since then the company have gone from strength to strength. Tom Sato looks at the Japanese video boom.

the fact that Namco licensed two American companies to produce Pacman for the U.S. market.

Thanks to Atari, the U.S. market is about five times that of Japan and about 10 times that of Europe.

Namco licensed Midway to produce the coin operated arcade machines and Atari to sell the home video game versions of Pacman.

Atari splashed out on a national T.V. advertising campaign and soon Pacman became a household word. The sales of the Pacman cartridge can only be described as explosive! Namco earned millions from the royalties.

The reason why Atari sued Commod-

ore and others over breach of copyright of Pacman is simple. While Atari paid millions to Namco, Commodore and the rest of the copycats didn't pay a cent.

But the licensing of Pacman didn't stop at the video games. Soon, there was Pacman sports gear and Pacman toys everywhere.

It is said that Namco earned more than three times as much from royalties generated by the Pacman character than from the actual video game! Time magazine commented, in April 1982, that Pacman's income will exceed that of the movie *Star Wars*!

Apparently, one cornflake manufacturer put a Pacman picture on the packaging and the sales took off.

However, all is not well for Namco. In Japan, there are people who pirate arcade games. Although it may appear to be rather difficult to produce "clones" of sophisticated arcade machines, there are a number of technological pirates about in Japan.

Namco has no less than 20 full-time detectives investigating piracy, using sophisticated spying equipment to catch the pirates.

Last year, Namco developed the now hugely successful Atari game called Pole Position. The development of Pole Position cost the company well over three-quarters of a million pounds and has some of the most convincing graphic 3D effects so far seen on an arcade machine. It incorporated some custom made integrated circuits in order to prevent the pirates making "clones" using commercially available micro-chips.

It sounds incredible — but within two months, there were pirated Pole Positions available on the black market at half the price of the original!

This time Namco was determined to catch the pirates red handed so they sent out all of their detectives to monitor known secret laboratories and hide outs.

The whole operation came to a dramatic Hollywood style end when they tailed a truck believed to be on its way to pick up a consignment of illegally produced Pole Position machines.

They eventually reached a secret factory 1,000 miles away from Tokyo and apprehended several pirates and confiscated 20 "clones", renamed Top Position. Sounds like something out of *The Sweeney*, doesn't it?

So how do the pirates make these "clones"? As soon as an original arcade machine is released they get hold of one and disassemble it, obtaining photographs of the printed circuit boards and names of the chips it uses.

The custom-made chips are opened

nd of the rising clone



up and analysed using micro-photographic equipment. Once they work out how the chip works they then produce a circuit to do exactly the same thing.

This process is called "reverse technology" and the ironic thing is that much of Japanese industry started off using this technique.

The pirates who analyse the originals are quite skilled, and are sometimes engineers working for large computer manufacturers and moonlighting. They are equipped with mainframe computers and electronics equipment costing hundreds of thousands of pounds. They see creating a "clone" as a challenge.

They pass-on the information to other pirates whose exclusive function is to set up an overnight factory in a remote part of Japan and mass produce the "clones". The marketing is handled by other pirates who specialise in this field. The whole operation is master-minded by organised crime syndicates.

They regard arcade piracy as being safer than drug trafficking.

Namco has just released a sequel to Pole Position called Pole Position Pt II. It gives you choice of four racing circuits

and the backgrounds are more detailed than before.

Most arcade players in Japan really go in for convincing backgrounds and in Pole Position Pt II, there is one circuit which has a multi-level crossing and a fairground with a big wheel and roller-coasters! Also the car crashes in a more realistic fashion. You see the car break up into bits while the wheels bounce away from the crash if you are unlucky enough to go off the road.

Just recently, two companies released laser-disc motor-racing games and it looks as if Namco could have been outsmarted by them.

Taito's Laser Grand Prix (C&VG, November) uses Laser vision which provides actual scenes from Fuji Speedway. The visual and sound effects are superb. Tazmi has a Pole Position-like game with no less than three screens to fill the whole of your field of view!

But one arcade fanatic commented that Namco always comes up with something really original. I think he is right. In 1984 I believe that Namco will release something extraordinary using laser technology.

The current trend in arcade games in Japan are sport simulations. There are now arcade games which feature anything from water-skiing to women's volleyball! It is very likely that there will be a convincing flight simulator game next year.

Another trend is towards micro computer software. Due to the fact that Sinclair's cheap micros never reached Japan and Atari's absence from Japanese home video game system market meant that the games software industry for home micro is relatively new in Japan.

Since there is a law in Japan to protect arcade games there is a lack of computer games converted from the arcade favourites. There is an awful lot of illegal stuff about, though!

Sega Enterprises — they made Frogger, Zaxxon and Buck Rogers, Planet of Zoom — have produced their own micro called the Sega 3000 to sell their original arcade games.

Namco too has joined forces with one of the leading software distributors called Dempa. Their first offering was, predictably, Pacman!



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GAMES MACHINE

If you want to extend the capabilities of your computer or games machine there are now lots of bits and pieces which you can plug into the back to make it do things better or faster, or things which it could never do before. Such plug in goodies include extra memory, better keyboards, joystick interfaces, Micronet adaptor or devices to make the beast speak or play tunes. Robert Schifreen takes a break from Bug Hunting to bring you news of some of the current plastic boxes which you can plug into your micro or games machine. Upgrading your present equipment by using add-ons means that you may not have to buy that new machine after all!

COMMUNICATIONS

Communications means making your micro talk or listen to other computers in their own language. They communicate either over the airwaves at radio frequencies or over the telephone lines.

Each has its advantages. Radio communication is only one-way whereas telephone can be both. But long conversations on the phone can be expensive. If you want to read more about this subject, dig out November's issue of C&VG and turn to page 114.

If you want to receive Teletext on your micro, you'll need a BBC model B with a Teletext adaptor. This lets you receive Coefax and Oracle, which are information services broadcast by the BBC and by ITV. You just plug your TV aerial into the back of the adaptor, and the computer will do the rest.

The adaptor gives you four channels of teletext information; BBC1, BBC2, ITV and Channel 4. You can find out about such things as what's on TV tonight, the latest world news, sports news and ITV also has a kids corner with jokes and the like. Teletext is like a big electronic newspaper. You can read its pages on your TV but you can't write back to it.

The other method of communication is over the telephone. This is what systems like Micronet 800 use. This way, the computer can send messages and you can also type back.

There are loads of computers which you can dial into and most of them are free except for the price of the phone call. However, these free bulletin boards, as they're called, run on different baud rates (no pun intended) to Micronet so unfortunately you can't use a Micronet adaptor to call them.

You can buy a 300 baud modem quite cheaply from various companies, like Maplin Electronics who supply units for the Dragon, Vic-20, Commodore 64, Atari and Spectrum.

I tested the Atari one and managed to dial into some local systems and also used Maplin's own service called Cashel which allows you to order stuff from the Maplin catalogue via your computer by typing in your credit card number.

A lot of computer clubs run bulletin boards, and you can dial them up for computing news; you can also send messages to the club by typing at your computer. This is the two-way advantage gained by using the 'phone as opposed to the airwaves.

You can set up your own bulletin board with a Maplin modem, but you'll also need some software.

You will soon be able to buy a Micronet/Prestel type modem for your BBC micro from Acorn which has some better features than the Micronet package. But it's more expensive, and you'll still have to pay a fee to join Micronet if you want to look at their private areas on the database.

You can also buy slightly cheaper modems like the Micro-Myte which will not receive Micronet or other information systems, but will allow you to talk to your friend's computers, providing he or she also has a similar modem.

This way you can send each other programs or messages, but you'll have to phone him up first to tell him to switch his modem on!

The Micronet modems offer this person-to-person facility as well as normal Micronet use, but are slightly more expensive.

STORAGE DEVICES

When you finally decide that cassettes are too slow for your needs, you'll want to look for something faster. The best thing is a real disc drive which for micros will probably use 5.25" discs.

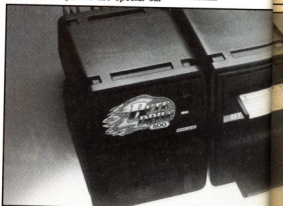
A cheaper alternative is a 3" drive which is available for many micros. You can buy a Byte Drive 500 3" system from ITL for about £250, and this contains a special cable to link the drive to your micro.

If you have two computers, or decide to change your machine, you just buy a new cable. Blank 5" discs start at about £1.50, but 3" systems use special car-

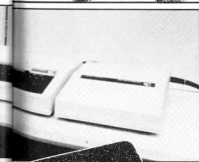
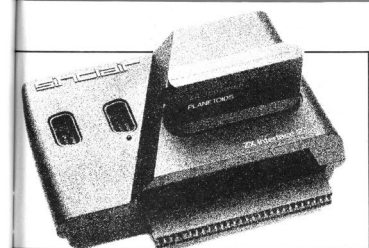
You can now fit two standard Atari-type joysticks to your Spectrum with an Interface 2. It plugs into the back of the computer, and also has a slot to take the new Sinclair software cartridges. The BBC (below) can now become a Teletext terminal with the new add-on from Acorn. As well as displaying pages of information, it can also store the data in memory and use it in its own programs.



At long last, the microdrive has actually been launched. As expected, demand is still exceeding supply and it will be some time before you can just walk into Smiths and buy one. They're not really disc drives at all, just miniature cassette recorders. You can load a 16K program from a Microdrive in about 10 seconds.



EXTENDING A BITS!



The byte-drive 500 is a 3" disc drive from ITL. The small discs are encased in rigid plastic and currently cost over £5 each. The clever part is the cable which links the drive to the micro. This contains all the electronics, so if you change micros, you just change the cable but keep the same drive.

tridges which are currently about £6.

The Byte Drive 500 will soon be available for the Dragon, Spectrum and Commodore 64. It is already available for the Oric, BBC and Apple.

If you have a Spectrum, the official Sinclair way of progressing from cassette is the Microdrive. This costs £50 for each drive, but you'll also need an interface which is another £30. You can store between 85 and 100k on a Microdrive cartridge, and a 16k program will load in about 10 seconds.

Microdrives are fast, but they're not really discs. Inside a microdrive cartridge is a loop of high quality tape, and the drive itself is just a very accurate (supposedly) cassette recorder.

If you've got a BBC then you'll need a disc interface fitted, which costs around £90. ITL has no intention at the moment of producing one, so you'll have to use the BBC one.

MORE MEMORY

The size of the largest program which you can fit into your machine is governed by the size of the area of memory in which the computer stores it.

The problem is that although memory chips are now quite cheap, some micros still have very little RAM, as it's called. One of the first enhancements which a computer owner will make in such a case is a memory expansion.

The ZX81 although very popular has only 1k of RAM. (1k is about two screenloads of program.)

It's very easy to expand your ZX81's memory. You can buy a 16k RAM pack which just plugs into the back of the machine and costs around £30. You may have heard of the much-feared contemporary disease known as "RAM pack wobble", caused by Sinclair not putting the edge connector on their RAM pack in the right place.

This disease can be fatal to a program, as a slight wobble at the wrong time can erase a whole afternoon's typing. One cure is a blob of something sticky under the machine, although a less messy solution is to look to a different company. You can also get 64k RAM packs which allow for even more

storage of data and programs.

Upgrades for the 16k Spectrum are available from Sinclair for £40, but you'll have to send your machine back to Clive, and you know how long that takes, don't you? Alternatively, you can buy a ZX81-like RAM pack which sits on the back of the machine, or some companies sell chips which you can stick inside, as long as you didn't really want the guarantee anyway.

If you're going to upgrade your Spectrum, check that the company's product will fit your particular machine. There are currently three different versions of the Spectrum in circulation and although they all look the same from the outside, there are some small variations inside which may make a difference.

Expansion for an Atari is easy: the memory comes in chunks of plastic which you install by removing the cover on top of the machine. Newer machines come with 48k but some old 400's still have only 16k. Your local dealer should be able to tell you how to improve this.

To expand a Texas TI99/4 or 4a you'll need a peripheral expansion box. This takes the form of a large aluminium crate about the size of the small freezer compartment in a fridge. (I don't know why, but everyone seems to measure the size of computers in relation to parts of fridges.)

Inside this you can then put disc drives, memory expansions and anything else. Retail price for the box alone was around £80 but that may drop now that the Texas micro is no longer being made.

Memory expansion on a Vic is peculiar. It is in the form of plug-in cartridges and comes in four flavours, which are 3k, 8k, 16k or 32k.

The annoying thing is that because the cartridge overwrites that part of memory which used to hold the contents of the screen, the screen RAM is moved to a different place.

The problem is that each cartridge puts it somewhere different, so programs written for use with an extra 3k will not necessarily run directly on a 16k machine without minor alterations. This is very inconvenient, especially for magazines who publish program listings!

If you're tired of having to do octopus impressions to play your favourite computer game a joystick interface is called for. This allows machines which normally have no provision for such a gadget to have one, and very useful they are too.

The most popular machine, which lacks a joystick interface, is the Spectrum, and there are now quite a few companies who will remedy this situation for you.

The official way is by use of the Sinclair Interface 2. This costs just under £20 — you get 5p change! — and allows two standard Atari-type controllers to be used. You can then write your own games using the joysticks to control the

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The hardware programmable interface requires no additional software and accurately replicates the keys of the computer in a manner which is responsive to absolutely ALL key reading methods, both BASIC and Machine Code.

The interface does not interfere with key operation and can therefore be used simultaneously with the keyboard.

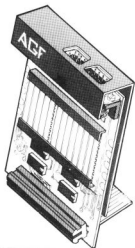
There is no need to remove the interface once fitted as the rear extension connector will accommodate further expansion, i.e. printers or RAM packs etc. This important feature avoids excessive wear to the expansion port.

The key replication principle pioneered by AGF means that your own programs can use eight directional joystick movement by utilising simple key reading BASIC.

Two joystick sockets are provided which share the same keys, for use with the majority of two player games. Several interfaces may be used on the same computer for multiple joystick applications.

The interface is programmed by a two digit code, which is looked up on a programming chart supplied, for each direction and firing button. The two numbers are then selected on a pair of leads which are clipped onto appropriately numbered strips on the interface.

Once configured this can be marked on a Quick Reference Programming Card for storing with the game. As the programming is not power dependent the interface retains the last configuration made and can be immediately used when next switched on.



KEY FEATURES

- Programmable design gives TOTAL software support.
- Accepts Atari, Competition Pro, Wico, Starfighter, Quick Shot, Le Stick etc.
- Rear extension connector for all other add-ons.
- Free demo program and instructions.

PACKAGE CONTENTS SUPPLIED

- Programmable Interface Module as illustrated, complete with clip-on programming leads.
- Self adhesive programming chart detailing how to define which key is simulated by UP, DOWN, LEFT, RIGHT, and FIRE. This can be fixed on to the case of your computer or if preferred the protective backing can be left on. The chart is made of a very durable reverse printed plastic and is extremely easy to read.
- One pack of ten Quick Reference Programming Cards for at-a-glance setting to your games requirements. The card allows you to mark the configuration in an easy to read fashion with space to record the software title and company name.
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action, or buy commercial software written for use with the device. Interface 2 also allows you to use plug-in cartridge software, although these retail at £15 a time.

The problem with all the different joystick interfaces is that they use their own systems. So a program written for use with a Kempston joystick will not run on an Interface 2 unless the program contains a routine for each and you are allowed to select which one you want.

One way round this predicament is by a programmable joystick interface. Such a beast is the one from AGF. This comes with a grid of small holes and a set of five wires.

The wires are labelled with the functions of the joystick (up, down, left, right and fire) and the holes are labelled with the keys on a Spectrum keyboard. If the game which you want to play uses the 'K' key to fire, then you plug the 'FIRE' lead into the 'K' hole and so on. Such a device is very useful.

BETTER KEYBOARDS

When you finally tire of the piece of dead flesh known as your Spectrum's keyboard, there are a number of better ones around. The best are quite expensive at around £40 but they allow the whole machine to fit inside and look rather smart. One of the most popular around is made by Fuller. Kempston is also about to launch a high quality

keyboard for the Spectrum, as demonstrated recently at the ZX Microfair.

You'll also find replacements for the touch-sensitive keyboard of the Atari 400 from about £65.

If you have an Atari VCS and feel like getting into computing, you can now buy an add-on keyboard from Vulcan Electronics, which is made by Spectravideo. It sits on top of the VCS and plugs into the joystick ports and the main cartridge slot and you can then program your VCS in Basic. It costs £50.

Mattel Intellivision owners can also do the same to their machine. Mattel offers a similar device, as well as a music keyboard to enable you to compose music on your machine. I don't reckon Bach would think much of it, but it's not bad.



SOUNDS AND SPEECH

If your idea of a good evening is being locked in a quiet room with a micro, then you could always get more friendly with it by talking to it or having it talk to you. But before those nice little men in white coats come to take you away, let me explain.

If you have a Pet, Vic, 64, Spectrum, ZX81 or BBC and need someone to talk to you then you could always try a Chatterbox. This costs £49 from William Stuart systems and you can program it to say anything you like. From the same company comes Big Ears which, for another £49, reverses the process and allows you to speak to your computer.

Say the word through the microphone a few times, and the machine will then remember it. If you then say it again, it should recognise what you're saying.

If it's a Spectrum you've got then the Currah microspeech is another possibility besides a Chatterbox. It works on the same system and sells for under £30.

BBC owners can also choose the official Acorn speech system, which is a computerised version of Kenneth Kendall. Personally I can just about recognise him, but many say that it might just as well be Moira Stuart. (In fact, I wish it was.)

If you prefer noise to plain speech then there are a couple of units available to improve the sound of a Spectrum by providing it with the same sound chip as the BBC and Oric.

WHAT'S LEFT OVER

Finally, we come to the rest of the oddments which space did not allow separate headings for.

If you own an Aquarius, then this year should see the introduction of the home controller unit. This plugs into the machine and allows you to control household appliances by using special plugs which go into the wall and receive messages from the computer. Such a system is also planned for the Electron.

If you have an Atari VCS then you may already know about the super expander. This lets you load games from cassette, and also improves the quality of the graphics slightly.



Printerface is a mixture of interface and printer and is a device to let you link a printer to a micro. DAMS office systems supplies an IEEE cartridge to allow a Vic or 64 to connect to any Commodore printer (or disc drive for that matter.)

The Spectrum will only work with a ZX printer, but you can use the RS232 connection on an Interface 1 to link a large range of printers. If you have a Centronics-type printer then Kempston will supply you with a suitable interface for a Spectrum.

If you own a computer other than a Sinclair machine but would be perfectly happy to use a cheap (£40) Sinclair printer, you can get a suitable interface for many popular micros, including the BBC, Dragon and Vic, from Microtanic Computer Systems of London.

LIGHT SENSORS

Another way of controlling a game is with a light sensing device. Usually mounted in a pen-like barrel (and, therefore, called a light pen) these allow you to draw patterns on the screen as though it were a piece of paper.

Recently launched is the Light Rifle from Stack Systems of Bootle, Merseyside. It comes with three demo games where you have to shoot at targets on screen, just like those old TV game machines, but these games are better as they rely on all the facilities of the micro. You can also write your own shooting-time programs. The light rifle costs just under £30 and versions are available for the Spectrum, Vic and 64.

EXTRA
BITS!

C & VG SOFTWARE FORM

Have you written a games program which you feel is just right for C&VG? If so we have come up with a form to ensure that we can test it out and give you our views on it, as quickly as possible.

We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything

you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name:

Machine

make:

Model:

Other models it
should run on:

Number of K

needed to run it:

Other equipment (joysticks, Extended
Basic, add ons, etc.) needed to run it:

Author's Christian
name:

Sur-
name:

Address:

Tel:

Date:

Type of game: (If original
please say so)

Loading instructions:

Game instructions: (If not included
in the listing)

Office use only

Date received:

Acknowledgement sent: ☐

Name of
evaluator:

Date sent out:

Date due back:

Needs to be returned to
author for alterations: ☐

Date
sent:

Due to be published in
issue of magazine.

Evaluator's comments

Good enough
to publish ☐

Needs some
tidying up ☐

Not worth
publishing ☐

Same game
already published
on this micro ☐

Wouldn't load ☐



GRAPHICS

By Garry Marshall

MAKING THE MOST OF YOUR 64

Over the next few issues, I shall be looking at the graphics capabilities of the Commodore 64. This new computer has very impressive graphics facilities, which I'll be helping you make the most of.

I'll begin by looking at the way that user-defined characters are created. In fact, the entire keyboard is "soft" in the sense that it is possible to redefine the character that is associated with every key.

This is possible because the Commodore 64 really does have 64k of random-access memory. All the ROM, including the Basic ROM, the operating system ROM and the character generation ROM, is covered by RAM, so that ROMs can be switched out and the range of characters that they provide supplied instead by RAM.

Because of this, the characters that are stored in the character generator and printed from the keyboard can be copied from the character generator ROM into RAM so that all the characters are available when this ROM is disabled.

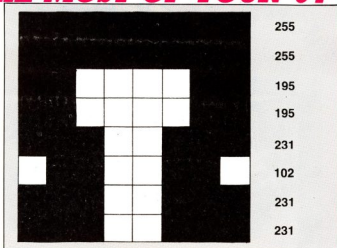
Then we can change the characters associated with any key as we wish. To write the program to do this, all we need to know is the addresses of the registers that control the operations involved.

The characters themselves are based on an 8x8 dot matrix. Each dot can be on or off, and the resulting character is defined by using a 1 for a dot that is on and a 0 for a dot that is off. Then each row of the character is represented by the decimal equivalent of the binary number for the whole row. This is illustrated in figure 1.

In this way, we could design a completely new style for each letter of the alphabet or a set of graphics characters for a particular application.

The program I shall give allows the character in the illustration to be assigned to the key associated with any letter of the alphabet to that, when that key is pressed, it gives this character rather than the letter.

The program starts by setting the contents of location 53272 to make the video chip take character descriptions from the area of RAM



starting at the location with address 12288, rather than from the character ROM.

Line 20 prevents this area of RAM from being overwritten by a Basic program. Then lines 30 and 40 permit the character ROM to be assessed so that its contents can be copied into RAM with lines 50 to 70.

Lines 80 and 90 then return the computer to its original state. Lines 100 and 110 request that a letter is entered from the keyboard, accept an input and check that it is a letter, before allowing control to pass to the remainder of the program which assigns the character in the illustration to the key for that letter.

If you run the program, you will notice that all occurrences of the letter on the screen are replaced by the graphics character straight away. This is because the screen refresh circuitry now refers to the area of RAM prescribed by the program rather than the character ROM for character descriptions. Also, of course, pressing the key for the letter given to the program now gives our character rather than the letter itself. The program can be used as the basis of a scheme for changing the characters associated with any and every key on the keyboard.

More on the Commodore 64's interesting graphics capabilities in the next issue.

The program is:

```

10 POKE
  53272,(PEEK(53272)
  AND 240) + 12
20 POKE 52,48: POKE
  56,48: CLR
30 POKE
  56334,PEEK(56334)
  AND 254
40 POKE 1,PEEK(1)
  AND 251
50 FOR K=0 TO 2047
60 POKE K+12288,
  PEEK(K+53248)
70 NEXT K
80 POKE 1,PEEK(1) OR
  4
90 POKE
  56334,PEEK(56334)
  OR 1
100 INPUT "LETTER";
  LS
110 I+ASC(LS)-64: IF
  (I<1) OR (I>26) THEN
  100
120 FOR N=0 TO 7
130 READ X: POKE
  12288+8*I+N,X
140 NEXT N
150 DATA 255, 255, 195,
  195,
  231
160 DATA 231, 102, 231,
  231
  
```


for the
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CHART

TOPPERS

SPECTRUM		ZX 81		VIC-20		ATARI 400/800	
1	ATIC ATAC (Ultimate)	1	KRAZY KONG (PSS)	1	WIZARD AND PRINCESS (Melbourne House)	1	POLE POSITION (Atari)
2	LUNAR JETMAN (Ultimate)	2	3D MONSTER MAZE (New Generation)	2	CRAZY KONG (Interceptor)	2	DONKEY KONG (Atari)
3	ANT ATTACK (Quicksilva)	3	FLIGHT SIMULATION (Psion)	3	ARCADIA (Imagine)	3	DIAMONDS (English Software)
4	MANIC MINER (Bug Byte)	4	FOOTBALL MANAGER (Addictive Games)	4	WACKY WAITERS (Imagine)	4	ZAXXON (Datasoft)
5	CHEQUERED FLAG (Psion)	5	3D GRAND PRIX (Artic)	5	GRIDRUNNER (Llamasoft)	5	DIG DUG (Atari)
6	VALHALLA (Movisoft)	6	MAZE DEATH RACE (PSS)	6	SKYHAWK (Quicksilva)	6	COMPUTER WAR GAMES (Thorn EMI)
7	COOKIE (Ultimate)	7	HANG GLIDER (Suncom)	7	MATRIX (Llamasoft)	7	SUSPENDED (Infocom)
8	ZZOOM (Imagine)	8	ZX CHESS (Artic)	8	SARGON II (Chess)	8	FORT APOCALYPSE (Synapse)
9	TRANS AM (Ultimate)	9	SEA WAR (Panda)	9	BEWITCHED (Imagine)	9	NECROMANCER (Synapse)
10	SCRABBLE (Psion)	10	PROTECTOR (Sinclair)	10	GORF (Commodore)	10	LEGGIT (Imagine)
COMMODORE 64		DRAGON 32		BBC B		<p>Welcome to our revamped Charts page. The page which tells you just what games are the tops among games players everywhere. This issue we introduce three new computers, the Dragon, Commodore 64 and BBC B, to our chart rundown.</p> <p>We reckon that these charts give you, the games player, a true reflection of the best value for money games around — and like our Hall of Fame — we hope they give games players a guide to what's best to buy from among the groaning shelves of software in your local computer shop.</p> <p>The Hobbit, just converted for the BBC and the Commodore 64, has gone in at number one on both machines. Diamonds, from English Software, is the first home-produced game for the Atari to make any impression on our charts. It's at number three already.</p> <p>For the first time ever, one company dominates the Spectrum charts with games at numbers one and two. The company is Ultimate and the games are Atic Atac and Lunar Jetman.</p> <p>There're lots of great games bubbling under the charts too. Watch this space for further information!</p>	
1	THE HOBBIT (Melbourne House)	1	PETTIGREW'S DIARY (Shards Software)	1	THE HOBBIT (Melbourne House)		
2	RADAR RAT RACE (Commodore)	2	MINED OUT! (Quicksilva)	2	MISSILE CONTROL (Gemini)		
3	ARCADIA (Imagine)	3	THE KING (Microdeal)	3	SALOON SALLY (Psion)		
4	CRAZY KONG (Interceptor)	4	TALKING ANDROID ATTACK (Microdeal)	4	MR MEN (Mirrorsoft)		
5	PURPLE TURTLES (Quicksilva)	5	CUTHBERT GOES WALKABOUT (Microdeal)	5	SNOOKER (Visions)		
6	AQUAPLANE (Quicksilva)	6	GRIDRUNNER (Salamander)	6	SNAPPER (Acornsoft)		
7	3 DEEP SPACE (Postern)	7	FROGGER (Microdeal)	7	PHILOSOPHERS QUEST (Acornsoft)		
8	METAGALACTIC LLAMAS (Llamasoft)	8	NIGHT FLIGHT (Microdeal)	8	HUNCHBACK (Ocean)		
9	SUPER DOGFIGHT (Terminal Software)	9	CUTHBERT IN THE JUNGLE (Microdeal)	9	737 SIMULATOR (Salamander)		
10	CAESAR THE CAT (Mirrorsoft)	10	LOST IN SPACE (Salamander)	10	KILLER GORILLA (Micropower)		



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MATRIX

Just Matrix has taken Gridrunner – the game that topped bestseller charts in USA and UK – and created an awesome sequel. Graphically superb, it features multiple screens, new aliens and attack waves, mystery bonuses, renegade humonoids, defector fleets, diagonal tracking, countdown/panic phase and much, much more. Packed into 20 mind-boggling zones and accompanied by incredible sound, an expansion required. Available for Commodore 64 £7.50 and VIC-20 £6.



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HOVER BOVVER

A totally original arcade game for C64 featuring outstanding graphics and a sound track created by a professional Piano Wizard. Gordon Sumner has borrowed his neighbour's Air-Mo lawnmower. Now your way through many of the 10 lawns as you can before the pursuing neighbour retrieves his mower. Set your dog onto the neighbourhood to help you out of tight spots and don't annoy the gardener. Try not to plough through the neat flower beds or orientate your mower! £7.50



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WELL, JUST WHAT IS A MANDROID ... ?

I spy with my little eye something beginning with C&VG! Yes, it's next month's reader friendly magazine all ready to banish the post-Christmas blues.

And have we got some surprises in store! Come with us on a trip into the murky world of international espionage, agents, double agents, triple agents and even quadruple agents — if we can learn to spell it in time.

Watch out for the front cover with a James Bond touch — and the special free gift. We're not telling you just what the gift is yet — who knows the KGB might be listening in, or the CIA might have this typewriter bugged.

The man behind the Seventh Empire and our amazing 3D programs, Mike Singleton, has come up with another winner. A computer-moderated board game!

Mike will be supplying the programs — and C&VG will be bringing you the world — well a map of it anyway — so you can muster your intelligence forces and beat your evil opponents. A big full-colour map/board will be found splashed across the centre of our next issue and there will also be a computer overlay to help you play the game — plus that special secret free gift!

Demand for this special issue is bound to be high — so why not place an advance order with your newsagent now — but beware he might be a Masterspy!

THE PROGRAMS

Have we got some great games for you next month? You bet! For Spectrum owners we delve into the magic of 3D graphic once again — but you won't need the special glasses this time! It's a 3D maze game written by Henry Wright for the 48k Spectrum.

For the Commodore 64 we've got a graphic adventure-style game called Centre Crystal. Go on a quest for the lost crystal in this multi-screen game.

Texas owners can catch up with the Scramble craze with our arcade-style all action shoot out called Air-strike. There's more warlike action for Vic owners in Minefield. Out in the desert lurks a tank commander blasting away at enemy planes and tanks — could it be you?

We take Atari 400 owners back to medieval times with Wall Defence. Can you protect your castle from stealthy enemies?

Go for gold on the Dragon 32 in Gold Prospector. Climb a building to reach the gold — but watch out for acid baths and bottomless pits.

Sharp owners who like to take a gamble will enjoy Slot Machine — an accurate representation of those money grabbing one armed bandits — but this one will only cost you the price of this magazine.

There will be other listings too —

lest bleep from it.

So it looks like the now infamous Seventh Empire gremlins have pulled out all the stops to get their claws into the Empire in its dying stages. But rest assured Empire freaks, we will resurrect the office Pet in time for the next issue when we WILL announce the overall winner of this interstellar conflict.

Anyway, for now we'll just have to grovel and apologise for the Pet.

Now where did I put that baseball bat. I'll give it Christmas spirit. ...

This here's my newsagent



but we're keeping those secret. So don't forget to rush out to your newsagent on February 16th and grab a copy of *Computer and Video Games*!

THE EMPIRE

As you may have already guessed the Seventh Empire is missing from the pages of this issue. What's the excuse this time!

Well, it's like this you see. There we were, happily feeding our office Pet the Empire instructions for the final move, when all of a sudden it says: "Look, everyone else is having a good time getting ready for Christmas and you are expecting me to process all this Empire business! I've got relatives too, you know. And I've got to get a present for my little Vic 20. With that, its screen went blank and we couldn't raise even the smal-

Me'n my newsagent are real close. His name's Bill or Fred or something ... Anyway we got an arrangement. Every month, you know what he does? He looks out my copy of *Computer & Video Games* and keeps it, just for me.

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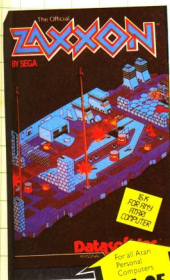
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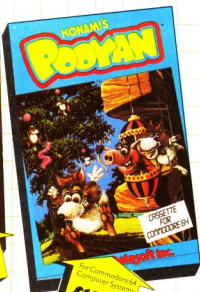
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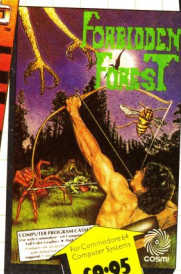


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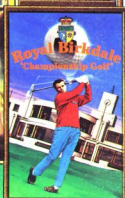
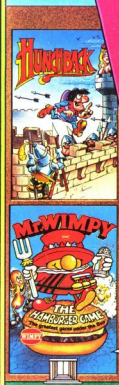


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